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EVIL GENIUS

The World Domination Simulation





PRIMA OFFICIAL GAME GUIDE

Levi Buchanan



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EVERVEODY WANTS TO RULE THE WORLD



Welcome to the Dark Side

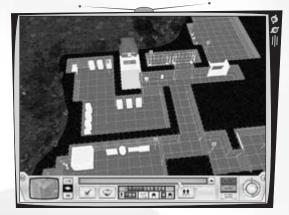
Congratulations on your decision to give in to your inner evil. Whereas some people find solace in being a butcher, baker, or candlestick maker, you have the courage to admit that your satisfaction comes from bending the world to your will in a mad quest for global domination.

Bottling up feelings like that for too long would inevitably lead to long sessions on the psychiatrist's couch—so consider your need to plot nefarious deeds and fraternize with unsavory characters a healthy one.

However, becoming the world's greatest Evil Genius is not going to be easy. It's not all about torturing suave, manacled secret agents with laser beams. Clawing your way to the top of the evil pyramid takes work. Real dirtunder-the-fingernails work.

No criminal mastermind would announce his presence to the world without having a super-secret lair well under construction. So before you send your minions out to steal and cause trouble in your name, draw up a set of blueprints for an underground den of disaster.





And where should you build this base of operations? How about on your own uninhabited volcanic island of undisclosed location? Nothing says you've arrived like a rock in the middle of the ocean.

EVERVEDOV WANTS TO RULE THE WORLD

Oh, and a word about those Forces of Justice—they come calling. To be recognized for the Evil Genius you are, you must perform Acts of Infamy—audacious missions that leave the world's leaders with their jaws on the floor. The kind of missions that make the president of the United States turn to the prime minister of Japan and say, "Man, that dude sure is evil."

And once you start undertaking these not-soclandestine missions, the Forces of Justice send their top agents to your island retreat. You'd better have some serious defenses ready to keep them at bay. Stock your lair with tricky traps that take out those slick secret agents before they have a chance to think of a clever one-liner.



So, without further ado, let's get you started on the path toward notoriety, riches, and world domination. This puny planet has waited too long to cower before the likes of you.

Evil Times Three

As much as you'd like to see your own mug plastered on the "Most Wanted" lists at the FBI or Kremlin, you need to choose an evil avatar to represent your dreams of conquest.

There are three Evil Geniuses to choose from in the game. There are small differences between each criminal mastermind. So do you want to order the theft of the Ark of the Covenant with a Teutonic accent, or risk getting blood on your fabulous furs when striking down insolent lackeys? Check out the following descriptions for information on each Evil Genius.



While each Evil Genius begins the game with the same physical and monetary resources, each comes with a personal henchman. These powerful minions are the real muscle of the operation. Each henchman has two special moves that can be used to thwart the Forces of Justice, so peruse each starting henchman's bio and factor that into your choice of super-evil conqueror.



Maximilian

Short in stature but well stocked with insane plots, Maximilian desires to rule the world. (Did you expect anything less from an Evil Genius?) The filthy-rich industrialist has chosen to use technology to lay waste to the world and the Forces of Justice. He pays a smaller cash incentive for research than the other Evil Geniuses. And look at the guy. He wears a monocle. Anybody who wears a monocle is crazy enough to pull off dreams of world domination, right?

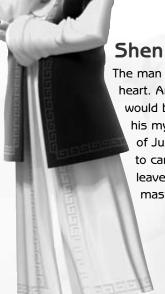


Alexis

This exquisite maniac wants the world to both fear her evil brain and fall for her gorgeous face. And she's going to use more than a simple poison apple to be the fairest in the land. Instead, Alexis is going to put her multimillion-dollar inheritance to unsavory use by building up an elegant secret lair and stocking it with only the finest equipment of ill intent. Her minions have a Loyalty bonus, so they lose Loyalty at a slower rate. Tall and graceful, Alexis is the most comely of the Evil Geniuses, but this femme fatale most certainly has the capability to crush the world beneath her stilettos.



EVERYBODY WANTS TO RULE THE WORLD



Shen Yu

The man is a walking mystery. Few know the true evil that lurks in his dark heart. And judging from the death and destruction left in his wake, many would be wise not to try to find out. Shen Yu is a criminal genius who uses his mystical nature to his advantage, casting a long shadow over the Forces of Justice by devising the most devious plots an Evil Genius has ever dared to carry out. With Shen Yu, agents have a shorter mission time and they leave sooner. If you want to elevate evil to a true art, select this Zen master of no good.

Evil Goals

The goal of Evil Genius? Make the world rue the day you were born. Create buzz among the world populace by making your minions perform Acts of Infamy in your name.

The resulting boost to your public persona is called Notoriety. Notoriety is perhaps the most desirable currency in the circle of Evil Geniuses, valued even above gold bricks. Having a zillion dollars doesn't buy fear and impressive headlines—it just annoys people. Once you have gained enough Notoriety, the world is forced to acknowledge that the battle between good and evil has fallen in your favor.





There is a direct negative effect to gaining Notoriety. The resulting attention is called Heat. Heat is measured by how much you've rattled the cage of a particular alliance of the Forces of Justice. If you've racked up a lot of Heat in a corner of the globe, expect more agents from that alliance to arrive on your island.

So, to succeed as an Evil Genius, you must maximize your Notoriety by pulling off outrageous Acts of Infamy, but know when to pull back in a region before attracting too much Heat.

Evil Crash Course

This book aims to help you maximize your potential as an Evil Genius. In these pages, you learn the best way to plan and construct your evil lair and make the most of your army of minions. Cash and Notoriety are certainly much-needed resources, but if you don't understand how to best use your workforce, the Forces of Justice will break your organization with ease, no matter how many poison gas cage traps you use to decorate your doorstep.

When you begin the game, you find yourself on a volcanic island with only a handful of lackeys and a stockpile of \$100,000 in gold bricks. You need to dip into your coffers right away to start building your secret base of operations.





Once your lair is under way, start recruiting minions to help with construction, placing objects, and manning purchased equipment. And as soon as you have access to the world, send your minions across the globe to steal additional funds and carry out Acts of Infamy.



But even though you always have your eye on the globe, you must also keep tabs on the home front. You must provide the right training and luxuries to keep your minions in tip-top shape. You must also watch the bottom line, as cash flow can be a serious problem for a budding Evil Genius. Run out of dough and the Forces of Justice may be able to strong-arm you into submission. Besides, who's ever heard of a broke Evil Genius?



A successful Evil Genius must be able to take in information, analyze it, and make the right decisions. The key to victory in *Evil Genius* is to maintain your island lair while causing havoc in the world. Once you master the resource-management skills of an up-and-coming Evil Genius, you can bend the Forces of Justice to your will.

So read up before setting foot on your island of undisclosed location. Know what each item does, what all of your enemy agents are capable of doing, and which Acts of Infamy deliver the most bang for your buck. And as soon as you have a solid grasp on the business of global domination, head out into the world to be the Evil Genius you always dreamed of being.



All of the prices and statistics are based on the Medium difficulty level. Several facets of the game will change slightly, depending on what difficulty you select. For example, in Easy mode, object prices and enemy agent stats (such as Health) are 20 percent lower. In Hard mode, prices and enemy agent stats are 20 percent higher, offering a greater degree of challenge.



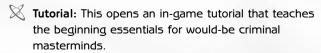


In-Game Menus

When you begin *Evil Genius*, either for the first time or for a return visit, there is a series of in-game menus to navigate.

Main Menu

The top-level menu greets you upon starting *Evil Genius*. The world is at your feet. (And if you play your cards right, it is soon beneath your feet.) From this menu, you can make these selections:

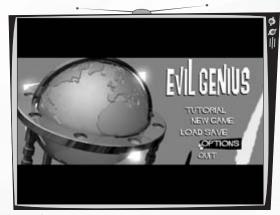


Mew Game: This begins a new criminal empire.

Load/Save: Use this to load a saved game, or save a current game for later resumption.

Options: Here you adjust a selection of in-game options, such as the rate of the Auto-Save feature.

Quit: Put away your dreams of world domination for another day.





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From the Load and Save screen, you can access literally dozens of saved games from any number of conquest sessions. You also can rename saved files for easy reference, should you want to replay certain moments in the game or see what would have happened if you had played your hand a different way.

The game has an Auto-Save feature that saves your game at specific intervals. You can select these intervals from the Options screen. The auto-saved games appear at the top of the Load and Save menu screen.



The game also saves automatically every time you complete an entire objective. Objectives are like chapters. Finish one, and you go directly on to the next, which lays out a new set of subobjectives for you to complete. Remember, the game automatically saves only after completed objectives—not after completed subobjectives. If you quit the game without saving before completing an objective, you lose any unsaved progress.

Campaign Menu

From this menu, you can select the level of resistance you want to meet when trying to conquer the world as an Evil Genius. The higher the difficulty setting, the swifter and smarter the Forces of Justice.

You can also shut off the series of video hints the game provides during the game. However, don't be too quick to turn these off. If you are just starting out, you definitely want to view every tip, hint, and detailed instruction available.





Select Your Genius

The final choice before starting the game is probably the biggest. Which Evil Genius do you want to represent your tainted desires in the game world? Will it be the mystical Shen Yu? The comely (and deadly) Alexis? Or will you go the more traditional madman route and select the portly, monocled Maximilian? No matter which of the three avatars you choose, you're sure to enjoy squeezing the planet in your vise.



Evil Console

The main game screen is flanked by a heads-up display (called an Evil Console) that offers quickly accessible information or shortcuts to other screens and menus to help you manage your empire.



- 1. Main Menu Shortcut: This instantly returns you to the Main Menu where you can change ingame settings, save or load games, or quit.
- 2. Mini-Map: This small map screen shows you a less-detailed but expanded view of your immediate surroundings.
- Power Levels: This meter displays how much power is currently being generated and used at your base.
- 4. Objective List: Click this button to instantly reference a list of current subobjectives that have been completed, as well as those still to be fulfilled. You can also access bonus subobjectives from this screen.

- Evil Empire Status: From this screen, you can monitor the efficiency of your criminal empire, as well as check in on the activities of your minions.
- **6. Status Bar:** This bar lists all recent activity in the game.
- Cash: This displays your current financial reserves. Keep an eye on this number. When it gets low, you better make with the stealing, lest your empire fall into financial ruin.
- **8. Minions:** The number of minions currently employed in your evil empire.
- Evil Genius: Click this button to instantly gain control of your Evil Genius.

CONTROLLING YOUR EMPIRE

- 10. Henchman: Click this button to instantly gain control of your current henchman. Pressing it multiple times cycles through he henchmen if you have more than one.
- **11. Employed Henchmen:** This indicator displays how many henchmen your empire employs.
- 12. Minion Management: This button pops open the Minion Management screen, where you can select how many minions you wish to recruit, as well as how you would like them to be trained. (See Chapter 3 for a full explanation of Minion Management.)
- **13**. **Research**: After you have successfully completed and stocked a science lab, click on

- this button to direct the research efforts of your science minions.
- 14. Alert Status: This three-button selector allows you to choose the level of alert at your lair. Minions behave differently according to the base's alert status. (See Chapter 4 for a full explanation of Alert Status.)
- 15. World Domination: This button accesses the World Domination screen. From this screen, you can control the global exploits of your empire. (See Chapter 5 for a full description of World Domination.)
- **16. Glossary:** Click this button to bring up the ingame glossary, full of helpful information.

WINI-WUD



The mini-map on the Evil Console is a great quick reference for activity in the immediate vicinity of the cursor. The map shows a basic outline of the island, as well as a schematic of your lair. Humans also appear on the map, each type noted by a specific color.

Red: Enemy agents Blue: Evil Geniuses and henchmen Purple: Civilians

Clicking on any point on the mini-map automatically focuses the main game screen on that particular location. It's an easy way to immediately target enemies or check up on what appears to be a slow-moving herd of henchmen. Maybe they need a little encouragement to get back on task?



A night-and-day meter surrounds the World Domination button. As each day starts and ends, this meter slowly rotates. Keep an eye on what time of day it is; when the sun goes down, base activity may slow as minions hit the sack for some much-needed rest.





Evil Console features, such as Alert Status and Minion Management, are fully explained in later chapters.

Basic Game Controls

Now that you've settled on an Evil Genius and set an appropriate level of difficulty for yourself (nobody will blame you if you selected Easy), you hop right into the game. Before staking out the island and commissioning construction on an underground lair, acquaint yourself with the game's controls. When the action gets hairy or if you need to make quick decisions, you might not have time to consult the manual.

Camera Controls

As a budding Evil Genius, you want to have a full view of your volcanic island of undisclosed location. Use either the mouse or the keyboard to move the camera around your lair and to zoom into particular spots for greater detail.

Moving the Camera		
Action	Keyboard Control	Mouse Control
Scroll camera up	†	Move mouse up toward edge of screen
Scroll camera down		Move mouse down toward edge of screen
Scroll camera left	←	Move mouse left toward edge of screen
Scroll camera right	→	Move mouse right toward edge of screen
Rotate camera left	Shift + ←	Hold mouse wheel down and move mouse to left
Rotate camera right	Shift + →	Hold mouse wheel down and move mouse to right
Zoom camera in	Shift + ↑	Scroll mouse wheel up
Zoom camera down	Shift + ↓	Scroll mouse wheel down

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The in-game cursor is a normal arrow during most of the game. When you move the cursor to the edge of the screen to reposition the camera, the cursor turns into a larger pair of arrows.

Character Controls

As you look down on your Evil Genius lair, you can follow the daily movements of your minions. However, you cannot directly control them. Minions do as prompted, such as kill or capture enemies and infiltrators, but you cannot single out a specific minion for such a task. The only real way to interact with your minions is to check up on their individual statistics, such as Loyalty and Smarts.





Your Evil Genius has quite an effect on the legions of minions. Just by being in their master's presence, the minions receive a significant boost of Loyalty and Attention.

You can exert much more control over your Evil Genius and henchmen. Using the mouse, you can pinpoint exact locations you want them to walk to. Where your Evil Genius or henchman are positioned in your lair has different effects, such as influencing the behavior of your minions. For example, if you send your Evil Genius into your minions' barracks, all nearby minions receive a boost in Attention and Loyalty.



You can tell if a character is controllable by selecting them and looking at the ring around their feet. If the ring is yellow, they cannot be controlled. If the ring is green, you can control that character.





For more information on minion stats—what they mean and how you can affect them—turn to Chapter 4.

Moving Evil Genius or Henchman		
Action	Keyboard Control	Mouse Control
Select Evil Genius	_	Left-click mouse on Evil Genius
Select henchman	_	Left-click mouse on henchman
Select movement location	on —	Right-click mouse over area you want Evil Genius or henchman to walk to



Pressing Tab cycles through henchmen by default.



Shortcut Clicks

Two on-screen buttons instantly place you in control of your Evil Genius or henchman without having to physically locate them on the game screen.

Look for the portrait of your Evil Genius and the henchman icon on the bottom of the screen. Left-click the mouse on their respective keys to instantly zero in on your Evil Genius and henchman. From there, you can issue movement commands—or, in the case of the henchman, select a special attack.



CONTROLLING YOUR EMPIRE

Minion Interaction		
Action	Keyboard Control	Mouse Control
Select minion	_	Left-click mouse on minion
View minion stats	_	Double-click left mouse button on minion

Naturally, you have zero control over the tourists and encroachers who wander the island. However, you can target them (called "tagging") for specific actions by your minions and get a closer look at their personal statistics.



Pressing Enter while a character is selected will zoom in on him.



Clicking on a minion brings up a small stats display above his head. It's a quick way to gauge your minion's psyche. If you need greater detail, you must double-click on the minion.



The actions for which you can tag enemy characters or civilians are discussed in greater detail later in this chapter.

Enemy and Civilian Interaction		
Action	Keyboard Control	Mouse Control
View Stats	_	Double-click left mouse button on enemy or civilian
Tag character	_	Right-click mouse on enemy or civilian



Building Controls

Since you're the one paying the bills on this island, you have far greater control over the construction of your secret lair than the minions who just live there. When you want to build a new room in your base, you control every aspect of it—from room shape and size to the objects that go in it.



These are just the basic building controls. Chapter 3 contains an in-depth tutorial for base building, as well as tips on how to build the best lairs.



All building commands and decisions are made with the mouse.

	Building Controls
Action	Mouse Control
Build room	Right-click the mouse over an area of unmined dirt
Select room type	Left-click on desired room
Select object type	Left-click on desired object
Scroll through menu	Roll mouse wheel up and down to scroll through available room and object types
Draw blueprint	Left-click on unmined dirt and drag cursor to outline room shape
Draw blueprint square	Left-click on unmined dirt, square by square
Open construction menu	Left-click on room blueprint after designing it
Place object	After selecting an object from the list, left-click mouse over the desired object destination
Rotate object	Right-click the mouse to rotate the object before placing it
Object properties	Double-click left mouse button over object to review object properties



Extra Controls

Two additional in-game hot keys perform important functions. To return to the game's Main Menu, press Esc. This allows you to load or save your game file, change in-game options, and essentially pause your quest for world domination while you fetch a refreshing beverage. Conquest and plotting can take a lot out of a person, you know.

There are hundreds of objects and room types in *Evil Genius*, as well as plenty of game features that you must master to succeed. Fortunately, the good people behind the game included a comprehensive glossary with everything you need to know to rule the planet. While playing, press F1 to bring up the glossary and click through it to find all the info you need.



The glossary is an ever-expanding compendium of *Evil Genius* description, instructions, hints, and reminders. As new features are opened in the game, the glossary grows to include the necessary factoids.

For example, when you finally unlock the building blocks for a hotel on your island, the glossary is a great reference point for the uses of the hotel.



Character Actions

While you cannot directly control your minions, you can certainly direct how you wish them to treat intruders and civilians on the island.

When you have spotted an infiltrator or civilian who needs to be dealt with or disposed of, right-click on the intended target to bring up a small menu of tags. You can tag agents and civilians for several actions:



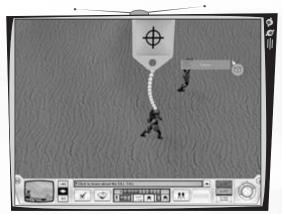




Clear Tag: Select this tag to remove all previously applied action tags.



Capture Tag: Any enemy agent or civilian that is tagged for capture is apprehended on sight by a construction worker, military minion, or henchman. If you have not yet built an armory with a security holding cell, the captured agent is left where he was brought down. If you have ordered and assembled a security holding cell, the capturing minion or henchmen takes the quarry into the cell and locks him up.



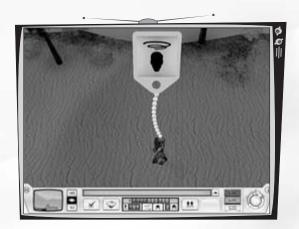
Kill Tag: This crosshairs tag targets an enemy agent for elimination. Once an enemy has been issued a Kill Tag, any minion capable of dealing death—construction workers, military minions, and henchmen—will target the tagged agent upon sight. Kill Tags are not affected by your lair's alert status.



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Something to remember about capturing agents and civilians: if you do not have a security holding cell, the unconscious person eventually regains composure and flees the area. This may result in added Heat.



Weaken Tag: Issue the Weaken Tag on an enemy or civilian you want to be weakened by social attacks for social minions. Social attacks include attempts to lower an enemy agent's loyalty to the Forces of Justice or divert their attention from objects in the lair.



For a great explanation of minion types, such as social or military minions and their individual capabilities, turn to Chapter 3.

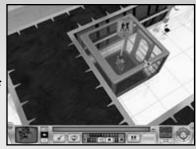




You cannot leave a captured agent or civilian in the clink indefinitely. A particularly dexterous agent may arrange a jailbreak. A prisoner left alone for too long eventually expires from hunger. While that does sound appropriately evil for a criminal mastermind, leaving a prisoner to expire is a waste of resources. That cell could be used to hold somebody with



information useful to



Make sure you interrogate locked-up agents or civilians in a timely manner. (Interrogation is discussed in full in Chapter 6.) If you discover you have zero use for the prisoner, either issue a Kill Tag or set your captive free.

TAGGING MINIONS

You can also issue action tags on your own minions and on enemy forces and civilians. While capturing or killing minions is entertaining in its own right, there is a real purpose to torturing your darlings. If your minions are discouragingly low on Loyalty, slaying a minion in front of his peers is a good way to remind people who's really in charge at this secret underground base.





Everybody loves a good interrogation, so feel free to toss one of your minions in an interrogation chair and put on a show for the little people. They not only enjoy the spectacle, but they're also secretly relieved not to be the one in the hot seat. This might restore a little flagging Loyalty too.



A Little Help, Please?

It takes a big Evil Genius to admit an inability to conquer the planet alone. Whether it's boring into the side of a volcanic island to build a new ultrasecret research laboratory, or stealing enough cash to buy that impressive desk you've always had your eye on, you cannot get by without help from the little people.

Your evil empire is built on the backs of your minions. These trained lackeys do your bidding and serve your cause as long as there is proper motivation—whether it's the perks in the underground base's staff room or witnessing one of your henchmen run a lazy minion through.

As you gain more and more Notoriety and build big enough facilities to house them, you can recruit and train more minions to fulfill all of your evil needs. However, when you begin the game, you have only three lapdogs at your command.





As the empire grows, you soon have hundreds of minions at your beck and call. Need to siphon some cash out of Japan? Hop to it, boys. Want to steal the blueprints to a new library facility in California so you can build your own brainiac archives? Pack your bags, gentlemen. The world is your oyster, and these hired hands are the ones to pry it open for you.

Minion Statistics

Your minions are like any resource on the island—absolutely expendable. But instead of working minions to death or just throwing them into combat situations unprepared, take the time to study your minions' individual statistics. It's a good way to learn the behavior patterns of your lackeys, and if you spot a problem, you can take steps to curb potential unrest in the ranks.



The Five Stats

Every minion, henchman, civilian, and Evil Genius has five personal stats that can be viewed and tracked.

Health: This is the equivalent of a minion's life force. It can be lowered in combat. Should it bottom out at zero, the minion dies.

Loyalty: This measures how close the minion's heart is to the cause. Loyalty keeps minions devoted, but there are ways to cause Loyalty to wane. For example, if a minion spots a body bag lying around the base or the island, they're reminded that death in a part of this business. This will lower their Loyalty a little. If enough Loyalty evaporates, a minion may desert your empire—and even steal a little gold on the way out.



Smarts: The more brainwaves you get out of your minions, the better off your lair is. You want to have a base full of smarty-pants. However, Smarts are slowly lowered by repetitive labor and training sessions.

Attention: This stat measures the mental focus of your minions. Working slowly lowers your minions' Attention ratings, which could potentially result in a minion setting off your lair's traps by mistake. It's humorous to watch, but it's a hassle to retrain a new minion and costly to replace sprung traps.

Endurance: Can your minions take it to the limit? This stat monitors their fortitude. Should their level of fortitude lose altitude, they drop to the floor unconscious.



You can quickly check a minion's stats by left-clicking on him once. A small tag appears above his head, revealing a color-coded chart of his stats.





The biggest downer for minions? Spotting a body bag just lying around. Any reminder of death is instantly unpleasant to your hired hands, resulting in a drop of Loyalty and Attention, so keep your lair clear of errant corpses.

Build a freezer as soon as possible. As soon as you have a cooler installed, your agents can courier body bags to a special rack inside. The minion carrying the deceased feels the bummer effects of holding a cadaver, but at least the surrounding workforce won't be affected by the body bag's prolonged presence.

Recharging Minion Stats

There are ways to replenish fallen stats. If you build certain rooms in your base and stock them with the proper equipment, your lackeys are kept mentally awake and physically prepared for the rigors of being a cog in your evil machine.

- Boost Health by building an infirmary and installing all available healing equipment.
- Loyalty has a tendency to flag in tough situations. Recharge potential deserters by allowing them to watch interrogations in the armory, or view objects of art captured during certain Acts of Infamy.
- Reverse mental fatigue by building an archives room and stocking it with several reading tables. Trips to the base's archives provide Smarts-sufferers with a good mental flossing.
- Replenish Attention by installing a staff room in your lair and filling it with things like a big screen to entertain minions after a long shift in the control room or after dragging body bags into the freezer.
- Restore Endurance by either getting a decent night's sleep in the barracks or by grabbing a bite to eat in a mess hall. Of course, the more food-prep equipment you have installed in the mess hall, the better your minions eat.



These agents are increasing their Endurance by getting some much-needed shut-eye in the barracks. Make sure you have enough beds so minions don't have to line up for a little Endurance-replenishing REM sleep.







The blueprints for the archives room can only be unlocked by performing the Steal the Library Blueprints Act of Infamy in the first objective of the game. Just something to keep in mind.



You can also replenish depleted Loyalty and Attention by having your Evil Genius walk the lair. Your Evil Genius exudes an aura of influence; any minion who passes through that aura is impressed and recharged by his master's presence.



Also, replenish minion stats by placing objects stolen during Acts of Infamy around the lair. Public viewing of überloot, (special high-value objects like the Ark of Covenant or a million-dollar bill) can also help recharge a minion's Loyalty and Attention.

You can see the effects of stat-recharging activities, indicated by small arrows next to minions engaging in the appropriate behavior. The small arrows are color-coded with the particular stat being affected. Here is a chart with the color-coding:

Red: Health Purple: Attention
Blue: Loyalty Green: Endurance

Yellow: Smarts







Types of Minions

Three types of minions work at your island base and carry out Acts of Infamy across the globe to boost your Notoriety: military, social, and science. Each minion type is divided into four career categories. But all minions begin as the most basic lackey type: construction worker.

Construction Worker

*Minion Stats*Health: 40

Loyalty: 40 Smarts: 40

Attention: 40 Endurance: 40

These minions are the real backbone of your evil empire. Without legions of these lackeys, nothing is built or installed at your lair. When you recruit new minions, they always begin as construction workers. While they are not especially skilled at any one task, construction workers can fight and capture enemy agents as well as steal cash and commit Acts of Infamy, making them excellent sources of labor.

As tempting as it is to train everybody into elite careers like martial artist or biochemist, remember that there is always grunt work to do—keep a good number of construction workers on hand.

Military Minions

There are four types of military minions: guard, mercenary, marksman, and martial artist. You can train construction workers into these careers after capturing and interrogating military-oriented enemy agents.

Guard

Minion Stats
Health: 50

Loyalty: 40

Smarts: 30 Attention: 30

Endurance: 60

These trained minions have higher Endurance and Health stats than your garden-variety construction worker, making them excellent lackeys to have around the lair. Guards can use rifles against enemy agents—as long as you have purchased and installed a rifle cabinet in your base's armory.

To train your first guard, you must kidnap and interrogate a guard during an Act of Infamy.





Mercenary

Minion Stats

Health: 60

Loyalty: 30

Smarts: 30

Attention: 30 Endurance: 70

Mercenaries, with their high Endurance, are excellent warriors to use in melee-combat situations. If you have detected an intruder in the lair, mercenaries pretty much guarantee that issuing a Kill Tag is no empty threat. If you have bought and installed a heavy rifle cabinet, mercenaries use the weapons against attackers.

To train your first mercenary, you need to kidnap and interrogate a mercenary.



Minion Stats

Health: 60

Loyalty: 40

. . . **Smarts**: 30

Attention: 50

Endurance: 45

Marksmen aren't especially strong in any one stat—in fact, restoring their flagging Loyalty may require a well-orchestrated act of aggression against one of their own—but they always carry a rifle. In the event of infiltration, marksmen need not rush the armory to grab a weapon before attempting to turn back the encroaching force.

To train your first marksman, you first need to kidnap and interrogate a marksman.



Martial Artist

Minion Stats

Health: 80 Loyalty: 60

5marts: 30

Attention: 50

Endurance: 70

Training a martial artist minion guarantees you an excellent response should an enemy agent infiltrate the lair. These hand-to-hand combatants are trained in several types of martial arts and can drop enemies with well-placed chops and kicks. Martial artists have high degrees of Health, so they can withstand a pretty heavy beating before expiring.

To train your first martial artist, you must first identify, kidnap, and interrogate a martial artist.

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Social Minions

There are four types of social minions: valet, spin doctor, diplomat, and playboy. These skilled smooth talkers are excellent at psychological warfare. Should an enemy agent breach base security, dispatch these minions to weaken his mental capacity. In addition to mind-bending, social minions also offer care to their fellow minions and your henchmen. Should one of your heavies get badly injured, a social minion takes the injured party to the lair's infirmary (build one as soon as you have a chance) to get patched up.



When extra Social Minions are assigned to an Act of Infamy, they will help lower the amount of resulting Heat from a successful mission.

Valet

Minion Stats

Health: 40

Loyalty: 50

Smarts: 50

Attention: 60

Endurance: 40

Valets are the first trained minions you can add to your workforce. These social minions are skilled at housekeeping—they are the only minions able to use a fire extinguisher. Faced with an enemy, a valet attempts to decrease the foe's Attention. If the valet's attacks are successful, an enemy agent becomes confused and forgets where he is. In this stupor, he is more apt to trigger any traps you have set.

You need to capture and interrogate a maid to train your first valet. You can find maids on the island and on the world map.



Spin Doctor

Minion Stats
Health: 50
Loyalty: 60
Smarts: 50
Attention: 70
Endurance: 40

Spin doctors are advanced public relations social minions, able to attack an enemy's Smarts by barraging them like paparazzi. If the spin doctor can dumb down an enemy agent with such attacks, there is a chance of nullifying the Heat the agent was bringing on your Evil Genius. Just remember that while spin doctors are skilled in the art of talking enemies into stupidity, they stand no chance in a violent confrontation.

You need to kidnap and interrogate a spin doctor before you can train one for your own nefarious means.



Diplomat

Minion Stats
Health: 50
Loyalty: 80
Smarts: 70
Attention: 80
Endurance: 40

These social minions are trained to seek a peaceful solution to a problem between your evil empire and the Forces of Justice. The difference between your diplomat and the guys hanging out at the United Nations building is that your guys buy peace with bribes. If bribe attempts are successful, an enemy agent's Loyalty drops. Unfortunately, this dip in allegiance to the agent's alliance is temporary, but while under the influence of your cash infusion, the agent behaves more like a tourist than a member of the Forces of Justice.

To train your first diplomat, you have to go into the world to kidnap and then interrogate a diplomat.



Playboy

Minion Stats

Health: 60 Loyalty: 60 Smarts: 70

Attention: 60

Endurance: 50

Ah, the last of the famous international playboys. Dressed for social high jinks in their deep-red smoking jackets, the playboys are an army of continental gabbers and schmoozers trained in all of the above social minions' attacks. These are excellent minions to have lounging about the lair, just in case enemy agents vulnerable to attacks on their Loyalty, Smarts, and Attention try to crash the playboy's unending party.

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You must kidnap and interrogate a playboy before being allowed to train your first playboy.

Science Minions

Just like social and military minions, there are four kinds of science minions. These minions are not used to thwart enemy attacks or help other injured compatriots. Instead, these bookish lackeys (read: nerds) are best suited for working in your lair's laboratories, researching new technology.



Science minions are fragile both at home and in the field, but always try to send one or two along for each Act of Infamy. Their brains will decrease the amount of time it takes to complete the mission.

Technician

Minion Stats

Health: 30 Loyalty: 50

Smarts: 50

Attention: 40

Endurance: 30

Technicians are talented in the art of repair. Should an enemy saboteur infiltrate the lair and cause damage, your technicians fix whatever is broken. Notice, though, that technicians are rather low on Health and are not suited for being around combat situations.

You need to kidnap and interrogate a technician during an Act of Infamy to train your first technician.





Scientist

Minion Stats

Health: 40

Loyalty: 60

Smarts: 60

Attention: 50

Endurance: 40

Your scientists staff the lair's secret laboratory, eagerly unlocking the secrets of the universe. And what should they do with their findings? Serve the betterment of man? Why bother with that goody-two-shoes stuff when there are doomsday devices to be built?

Once you locate a scientist on the map, kidnap and interrogate him. With his skills, you can then begin training your own scientists.



Minion Stats

Health: 50

Loyalty: 30

Smarts: 80

Attention: 90

Endurance: 50

These brilliant science minions tinker away in your labs, researching new weapons that use chemicals or biological technology to aid your efforts to subjugate the globe. Biochemists possess huge amounts of Smarts—which is a relief, considering the hazardous substances they deal in.

Biochemists are not easy to come by. As soon as you locate one, kidnap him. After you interrogate the biochemist, you can start training your own in the training rooms.



MINIONS

Quantum Physicist

*Minion Stats*Health: 50

Loyalty: 60 Smarts: 50

Attention: 70 Endurance: 40 Working alongside the biochemists, quantum physicists research quantum mechanics and the mysteries of time and space. Why? To help you build better weapons, of course. If you want to craft some of the best tech in the game, you need to have a few of these science minions in your employment.

You need to kidnap and interrogate a quantum physicist during an Act of Infamy to train your first quantum physicist.





Remember: Always be kidnapping. For example, a civilian maid wanders the beaches in your first objective. Capturing and interrogating the maid gives you the knowledge to start training valets. Some Acts of Infamy result in the capture of a specialized worker, such as a scientist. When questioned, this abductee provides the know-how to train some advanced science minions.

Minion Management

With potentially hundreds of minions willing to serve in your empire, you need a tool for keeping track of what types of lackeys are currently in your employ. That's the purpose of the Minion Management Screen, a tiered flowchart that allows you to choose just how many minions you want trained in which career and category.



This is the Minion Management Screen.



Minion Recruiting

When you first begin the game, you have only three construction workers in your service. When you have built barracks, you can begin recruiting additional minions to join your empire.

You must use the Minion Management Screen to begin recruiting new minions.



The first Minion Management box on the left controls the influx of help. The number on the left indicates the number of minions of that type you currently have. The number on the right is how many you want to have and are "on order." Use the arrows above and below the numbered box to raise or lower the number of requested minions of that type.



Minions are completely expendable. Should one die for any reason-falling while attempting an Act of Infamy or being cut down by your own evil whims-minions are automatically replenished based on the numbers the player specifies as "minions wanted." Remember that all new recruits start out as construction workers, so think twice before eliminating one of your top scientists just because you had a bad day.

Beneath the hierarchy of training minions on the Minion Management Screen is a slider bar that controls how quickly you enlist new recruits. On its default setting, you recruit a new construction worker every 60 seconds. Move the slider bar to the right to accelerate the rate of recruitment.

However, faster hiring costs you. And the price keeps going up, depending on how quickly you need to boost the workforce at the lair.

Recruitment Speed/Cost	
Seconds per Recruit	Cost
60	\$O
40	\$500
20	\$1,000
1	\$4,000







As you can see, speeding up recruitment efforts can seriously drain your cash reserves. However, if you've suffered a huge loss in personnel due to Acts of Infamy going awry or an unexpected, lethal intruder slipping into the base, you may need to suffer through a little financial hardship to get more men back on the job.

Keep a constant watch over minion levels so you are never caught short-handed. Always check in to see if your lair can house and employ more minions that you currently have on staff. Finding out you could have hired an extra 10 minions over the last 20 minutes but hadn't put in the order means you wasted time.

Minion Training

There are two methods to train basic construction workers into higher careers, like diplomat or mercenary.

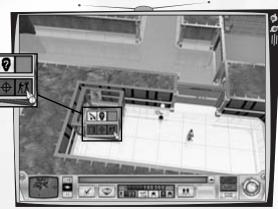
Interrogation

The only way you learn how to initially train a minion in a specific category is by questioning a captured specialist.

or trained professional locked up in the security holding cell, double-click them

with the left mouse button to bring up a prisoner menu with three options: Release,

execute, or interrogate.



When you wish to interrogate a prisoner, click this button. Next, you select an interrogation device, like the interrogation chair, with the right-mouse button. A minion yanks the prisoner out of the cell and grills him or her for relevant training information. If the prisoner has the goods, that minion is trained in the corresponding career.

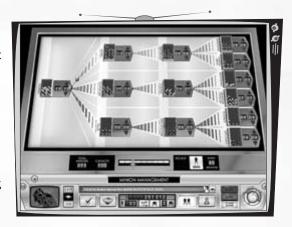


Training

You can repeatedly interrogate prisoners to train minions, but it is much easier (and faster) to build training rooms in the base, stock them with the appropriate training equipment, and use the Minion Management Screen to allocate resources.

From this screen, you can look out over the hierarchy of minion types and adjust numbers to increase or slow the number of minions trained into upper services. Adjust the requested minion training by clicking on the arrows above and below the numbered box for that minion type.

As soon as you make these adjustments, training happens automatically—as long as you have the proper equipment in a training room. If you do not have the proper equipment, training does not commence. And if you have a dearth of available training equipment, training progresses slowly.





These valets are training more social-minded minions at the school desk.



Guards teach a construction worker how to kick at the bayonet dummy punching bag.







Nerds multiply at the laboratory workshop.

As you play *Evil Genius*, you discover and develop personal affinities for specific minion types. Maybe your inner Bruce Lee urges you to train martial artists, so you install more dojos in your training rooms to assure a steady supply of that minion.

Train	ing Equipment
Minion Type	Required Equipment
Valet	School Desk
Spin Doctor	TV Studio
Diplomat	Diplomat Trainer
Playboy	Playboy Trainer
Guard	Bayonet Dummy Punching Bag
Mercenary	Heavy Shooting Range
Marksman	Shooting Range
Martial Artist	Dojo
Technician	Laboratory Workshop
Scientist	Chalkboard
Biochemist	Biochemist Workshop
Quantum Physicist	Electron Microscope



Training requests are dynamic by nature. The equation constantly keeps recruitment moving along. If you train construction workers into new professions, the Minion Management Screen automatically hires new construction workers to fill the void—provided you have the room and means to support more minions.

Training Hierarchy

You cannot train construction workers directly into advanced careers, like playboy or martial artist. There are in-between careers that must be mastered before high-level occupation techniques can be doled out. Every new recruit begins service as a construction worker, and from there can be trained into the lowest levels of social, science, or military service.



Construction workers on the military track must always first train as a guard. From guard, they can train as mercenaries. Only from the mercenary level can they train to be either a marksman or a martial artist.

On the social track, construction workers begin as valets. Valets are then trained to be spin doctors, which opens the career choice between diplomat and playboy.

Finally, science-minded minions must initially train as technicians. Next, they train to become scientists before eventually choosing between biochemist and quantum physicist.



Should you lose all of your minions in a specific career type, like Mercenary, you can always go out into the world to kidnap another. However, this will expose your minions to extra danger and bring more Heat down on your organization. Try to always keep at least one of each career safe inside the lair.

Henchmen

The nameless minions that do your bidding are certainly important assets to your criminal organization, but sometimes you really need somebody you can trust—somebody you can lean on when a job is too big and too important to leave to a lackey of such low origins. Enter the henchmen.

The henchmen are powerful characters that patrol the lair, casting long shadows as they walk amongst your minions. These characters do not perform rudimentary base activities. Instead, they await direct orders from the Evil Genius. And when you issue an order, they do not cease until it has been completed or until they lie dead in the sand.





Speaking of death, each henchman has three lives. When a henchman falls to one of the Alliance's Super Agents, he is eventually resurrected within your lair. Should the henchman die the full three times, he vanishes from your roster and you've lost one of your biggest assets. Be careful when you send your henchman into combat. Keep a constant eye on the henchman's stats, and when Health is low, order him to back off and lick his wounds.



Henchmen are controlled just like your Evil Genius. Select henchmen either by clicking on the special button on the Evil Console or by left-clicking on henchmen as they walk the base. You can then direct their movements by right-clicking on the desired location.



If minions seem to be lacking in the appropriate amount of Loyalty an Evil Genius deserves, direct one of your henchmen to dispose of a lackey in front of a captive audience. This is guaranteed to eliminate any doubt about who's in charge of this evil empire.

Henchman Attacks

Henchmen can be ordered to attack enemy agents, and usually do a far better job at disposing of rogue elements than even military minions. Simple enemy agents like investigators quickly fall before a henchman.

Should the situation require a little extra help, click on the henchman's Gather Minions button. The henchman calls for all available minions in the area to follow him or her.





However, each henchman possesses two special skills—attack moves or area-effect moves—that prove really valuable.

These special attacks must be unlocked, by earning certain amounts of experience, before they can be used. Henchmen earn experience points by killing or capturing enemy agents and by accompanying minions on Acts of Infamy. Of course, earning these points puts a henchman in harm's way, so don't be overly ambitious about scoring experience to the point where you lose one of your henchman's valuable lives.



Having a henchman along for the ride during an Act of Infamy increases the chances of success, but it does put the henchman in potential danger. Should a henchman fall in the field, there will be a delay between their return and readiness for duty. Should a strong force of enemy agents attack during this time, you may be in serious trouble.



Another thing to keep in mind: You cannot keep using these special moves over and over in rapid succession. That would be too easy, and enemy agents would never stand a chance. You must allow a special ability to recharge between uses. Each has a different recharging requirement.



Use the special buttons on the main screen or within the henchman's stats to activate a special move.



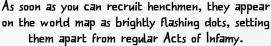
Recruiting Henchmen

When you begin your assault on the world, you have only one henchman. But as your Notoriety in the world increases, more henchmen offer their services to your organization. You can view these offers on the World Domination screen.



MINIONS







Each Evil Genius begins the game with a designated henchman. The Katana-wielding Jubei flanks Maximilian. Shen Yu can order the ghastly Lord Kane to do his bidding. Alexis has courted Eli Barracuda's services to help her attempt at world domination.

You can have up to seven henchmen in your private army, so never hesitate to hire a henchman when offers start pouring in. You want to bolster your organization's chances for success as quickly as possible, and recruiting new, powerful henchmen is an excellent way to do it.

Often, multiple henchmen offer to join you at the same time, but you can only select one. To employ a specific henchman, send your minions to advise him or her on your terms and the recruitment deal goes through. When this happens, the other henchmen remove their offers until your Notoriety rises again.

Henchman Gallery

To help you make the tough decision of choosing during the henchman drafts, look over the biographies and special moves of each of the henchmen available in the game. Consider their strengths and weaknesses, and then make your play when the time is right. If you pull together an awe-inspiring roster of henchmen, you are nigh unstoppable.



As cool as special moves are, definitely consider each henchman's individual stats. Look at their Health rating. If it's low, you need to keep close tabs on their constitution during combat. Attention is also an important attribute, because stronger enemy agents try to weaken your henchman's awareness. What's the use of having these superthugs in your employ if they forget their orders?



Jubei

Henchman Stats
Health: 80

Loyalty: 100

Smarts: 60 Attention: 50

Endurance: 50

Jubei once worked as a janitor at a prestigious Tokyo dojo, toiling with a broom while students his age mastered graceful, but deadly, martial arts techniques. The young cleaning boy coveted their skills and training, so after hours, Jubei taught himself the moves he saw during the day. The masters of the dojo noticed Jubei's impressive skills and quickly accepted him as a student.

Jubei was an apt student, easily mastering the moves his teachers carefully helped him rehearse. When it came time to graduate from novice training, Jubei was summoned before the dojo's council. The council informed young Jubei that while he was indeed a brilliant student, his restless soul and lack of inner harmony forced them to cease his training. Jubei reeled from this deeply personal attack on his character. With great fury, Jubei produced his steel and sliced apart the council.

With his training advanced and his hands stained with blood, Jubei fled the regimented life of a martial artist. Now, he serves as a ronin to the highest bidder. While his services are pricey, to watch his deadly dance with a katana practically makes your wallet fall open.





Jubei is Maxmilian's starting henchman.

SPECIAL ATTACKS

Wind Walk: Jubei calls down the power of the winds to instantly transport him anywhere on the map. When you use this talent, the cursor turns into a target. Right-click on the stop you wish Jubei to teleport to. Required experience: 600.

Samurai Evisceration: Jubei musters the ancient fury of his ancestors and unleashes it in the form of a critical attack, draining his target of health. Required experience: 350.



Lord Kane

Henchman Stats
Health: 80

Loyalty: 100 Smarts: 60

Attention: 50

Endurance: 70

Little is known about the true nature of Lord Kane, a ghoulish figure in the criminal underworld. Urban legends spoken only in whispers claim that Kane had a bony finger in almost every major unsavory act of the century, from the Hindenburg disaster to the assassination of Archduke Franz Ferdinand. It is impossible to prove these allegations, as Kane is a master at covering his tracks. What is known, though, is that whatever master he

serves possesses the talents of one of the most audacious criminals that ever lived.



The fearsome Lord Kane is Shen Yu's starting henchman.

SPECIAL ATTACKS

Psychic Terror: With only his mind, Kane can reduce an enemy agent to a quivering mass. Required experience: 350.

Smooth Operator: This dastardly aristocrat can also use his charms to convince agents that they see nothing suspicious at the lair. Required experience: 600.



Eli Barracuda

Henchman Stats
Health: 80

Loyalty: 100

Smarts: 60

Attention: 50 Endurance: 70

Hailing from New York City, Eli Barracuda is 100 percent ghetto superstar. Young Eli's first criminal endeavor was running a protection racket at his elementary school. And he hasn't looked back. As Eli grew, so did his turf—eventually crowning himself the king of New York City.

Unfortunately, while it's good to be the king, it's hard to stay on top. Eli's public downfall

came when the mayor of NYC accidentally spilled coffee on Eli's trademark cream-colored suit. The gangster lost it and blasted the mayor in broad daylight. Eli was forced to melt into the shadows of the underworld, where he has stayed until now.



Eli Barracude is Alexis' starting henchman.

SPECIAL ATTACKS

Super Headshot: Eli is always packin', and when this special move is accessed, he fires a <u>single round with let</u>hal accuracy. Required experience: 350.

Ghetto Posse: Producing a boombox that would rattle South Central, Eli's tunes cause enemy agents to follow him like the rats of Hamlin. Required experience: 550.

MINIONS

Red Ivan

Henchman Stats

Health: 80 Loyalty: 30

Smarts: 50

Attention: 40 Endurance: 80

Capitalist pig-dogs, beware when crazy Red Ivan stalks the scene. The decorated Russian general was the darling of the Red Army—specializing in kidnapping political opponents and dissidents, then subjecting them to merciless interrogation and torture. The problem was, Ivan became too good at his grisly trade. His superiors engineered the madman's downfall, and the one-time Soviet superstar was

sentenced to 90 years of hard labor in a Siberian prison camp.

Ivan escaped after a mere month, and now the disgraced Soviet general harbors a bitter resentment toward the human race. Vengeance will be his, no mater how much blood is spilled. And considering the violent streak bubbling just beneath the surface, satisfaction will not elude him for long.







Red Ivan is an attractive recruit, but his attacks have area-effects. And the crazy Commie doesn't consider for a second if one of your minions is near his target when he lets fly. This will sometimes result in minion deaths, which, in the event of an emergency inside the close quarters of the lair, can become a real problem.

SPECIAL ALLACAS

Cossack Grenade Jig: Though he appears as a brute, this Russian appreciates a few of the finer things in life, such as dance. Unfortunately, Ivan colors his own soft-shoe efforts with grenades. As soon as this death waltz begins, watch out—bombshells burst all around him. Required experience: 800.

Minefield: Ivan can also salt the earth with lethal landmines. While he can also lay out one minefield at a time, should any agent wander where angels fear to tread, they soon join the heavenly chorus themselves. Required experience: 1,500.





The Mad Matron

Henchman Stats Health: 60

Loyalty: 100

Smarts: 100

Attention: 50 Endurance: 60

The grandmotherly Elsa Krabb was once employed by a Swiss mental institute where she supplied compassionate care to an insanity ward. However, a medical mix-up at the institution resulted in Elsa swallowing an experimental psychosis drug, rather than her usual sleepy-time sedative. The result turned this kindly Jekyll into a Mrs. Hyde of the first degree.

Dubbing herself "the Mad Matron," Elsa committed herself to a regiment of shock therapy

and ritual humiliation, plunging herself into further madness. She then lost her right hand when a fellow patient bit her. Elsa replaced it with a techno-wonder prosthesis that can operate electroshock machines by remote control.



SPECIAL ATTACKS

Motherly Love: While the Matron lost most her humanity, she is still able to help out her fellow henchmen. With this talent, she can juice the recharge rate of their special attacks. Required experience: 650.

Electroshock Treatment: Using her prosthetic hand, the Matron delivers shocking blasts of electricity that siphon away the Smarts of her foes. Required experience: 950.

MINIONS

Moko

Henchman Stats
Health: 90
Loyalty: 100
Smarts: 40
Attention: 50
Endurance: 100

High above the pampas crisscrossed by the Nazca lines, Machu Picchu, the Peruvian city closest to heaven, enjoyed an undisturbed existence for centuries. However, when treasure hunters discovered its hiding place, tombs were ravaged in the name of greed. What these spoilers didn't notice in their mad dash for riches, though, was the angry awakening of Moko, the guardian spirit of the city. The streets of Machu Picchu ran red with blood that day.

Justice served, Moko came down from the mountaintop metropolis to tour the splendors of Peru. He was shocked to discover what the modern world had wrought on his paradise. Particularly incensed by the atrocities of the Spanish conquistadors, Moko surrendered his ethereal form for flesh and promised to deliver further retribution on this unclean world.







Moko is outrageously strong, but he's equally slow and dumb. In emergency situations, the lug is sometimes slow to respond. However, when he does start thumping enemy agents, he proves his worth.

SPECIAL ALLUCKS

Feral Roar: Moko's earthly cry alerts all nearby minions to attend to all tagged agents. Required experience: 700.

Monkey Pound: This rage-fueled attack, unleashed when Moko slams his massive fists to the ground, produces a shockwave that knocks enemy agents on their posteriors. The Monkey Pound stuns agents and saps them of precious Health. Required experience: 1,100.





Montezuma

Henchman Stats

Health: 70

Loyalty: 40

Smarts: 80 Attention: 80

Endurance: 70

If there was ever a person you didn't want to look at the wrong way, it's Montezuma. Whereas most people in Haiti celebrate their voodoo rituals as a way to keep in touch with their culture and ancestry, Montezuma embraces all that is dark and evil about it. This lanky voodoo priest, easily identified by his black top hat, will put a curse on a complete stranger for kicks. In addition to laying waste to

innocent lives with hexes, Montezuma also breeds zombies at his personal Haitian lair.



Montezuma is an excellent henchman to recruit after you have drafted one strong, offensive henchman like Red Ivan or Moko.

SPECIAL ALLUCKS

Voodoo Puppetry: Using his voodoo mysticism, Montezuma can confuse agents into believing their friends are their enemies while mistaking your minions for helpers. Required experience: 1,200.

Voodoo Mind Fog: Montezuma casts a cloud of confusion that erases the minds of enemy agents. They leave the island forgetting any evidence of evildoing they have seen. This attack is excellent for preventing any unwanted Heat. Required experience: 800.



The Great Mesmero

Henchman Stats
Health: 60
Loyalty: 80
Smarts: 100
Attention: 100
Endurance: 60

Stanley Trotter was a good boy, enjoying life under the same roof with his mum and dad in London. He dutifully worked every day at his parents' bakery, serving up pipin' hot pies to the gents who frequented their East End eatery. The only catch? Stanley was 30—and as the very epitome of a mama's boy, he was the laughingstock of the neighborhood. Even his own

folks wondered what might be wrong with their son, not wanting to live his own life.

Fate has a way of finding sad sacks like Stanley. One day, Stanley discovered a dusty tome in an attic: *The Art of Hypnosis*. As soon as Stanley cracked open the cover, he was hooked on the sinister prose inside. Discovering hidden reserves of power, Stanley decided he would leave the pie shop behind and embark on a career in show business as the Great Mesmero. The talented hypnotist soon became a legend, as audiences parted with many pence to see the brilliant performer. But we all know what can happen when somebody starts believing his own hype....



SPECIAL ATTACKS

Telepathic Mind Control: Mesmero's hypnotic skills allow him to physically take control of an enemy agent. Under his spell, the agent does whatever Mesmero directs them to do. Required experience: 1,300.

Willpower Drain: Perhaps one of the cruelest tricks in the game, this special attack unleashes a Loyalty-sapping haze. Any agent caught in this mystical mist will believe that his agency was responsible for his pet's untimely demise. Required experience: 750.





Dr. Neurocide

Henchman Stat

Health: 60

Loyalty: 80 Smarts: 100

Attention: 100

Endurance: 60

Dr. Valerie Neurocide is living proof of the old adage: Beauty is skin deep but ugly goes straight to the bone. The comely biochemist was once a successful scientist, balancing careers in weapons research and cosmetics development. Producing experiments in each field in the same lab was probably a mistake, but you also know the equally old adage about hindsight.

Exhausted after a long night of research, the good doctor primped in front of the mirror. Reaching for her foundation, she mistakenly applied a weapons-grade compound to her face instead. The biochem cream—codenamed Evil Juice—entered her bloodstream and found its way to her brain. Her mind snapped as the juice took hold, and now Dr. Neurocide is hard at work blending her two interests into a single career: developing evil cosmetics.

SPECIAL ATTACKS

Poisonous Parfum por Homme: Dr. Neurocide keeps an atomizer of this deadly scent in her purse at all times. Just one spray is enough to clear the immediate area, and the lingering effects lower the Endurance of any agent who wanders into the cloud of cadaverous cologne. Required experience: 900.

Hallucinogenic Powder: Dr. Neurocide's powder puff is laced with mind-scrambling chemicals that make any agent forget any evidence of Evil Genius activity seen in your lair. Required experience: 600.



The Butcher

Henchman Stats

Health: 70 **Loyalty**: 40

Smarts: 90 **Attention**: 70

Endurance: 70

Young Dr. Ethan Asia (with a name like that, you know where this is going) graduated at the head of his class, excelling at almost all fields of medicine. His classmates and family expected him to enjoy a lucrative private career, but the idealistic young man opted to leave riches behind and help the sick and untended in Papua New Guinea.

One good turn deserves another, but fate did not smile on Ethan in New Guinea. While helping a heart attack victim in a small village, Ethan's pancreas burst. To save his own life, Ethan transplanted the deceased's pancreas into his own body. (Naturally, this operation was completed in stages, as Ethan passed out several times from the absolute pain.) Miraculously, he survived the ordeal, but for Ethan, every cloud has a dirt lining. The deceased was a cannibal, and his pancreas was cursed and diseased. With the blood of a flesheater coursing through his veins, Ethan was transformed into a horrible butcher with an appetite for raw meat—human flesh, to be exact.



SPECIAL ATTACKS

Facade of Normality: Ethan can put on a show when he needs to. Remembering his old bedside manner, he can charm his way close to enemy agents. But as soon the enemy is convinced Ethan has his best interests at heart, the Butcher takes over and beats him silly—just like an HMO. Required experience: 850.

Terror Tactics: Hanging out with a cannibal is creepy enough as it is, but your minions continue to work through their own pain barriers to stay off the Butcher's bad side. This special move, though, does not affect any stat damage inflicted during combat. Required experience: 700.



Colonel Blackheart

Henchman Stats Health: 70

Loyalty: 70 Smarts: 50

Attention: 60

Endurance: 60

Colonel Blackheart is not much removed from the big game he hunts with an obsession that borders on religion. To the Colonel, life itself is just one big hunt—and you're either the predator or the prey. The Colonel respects only the natural law: survival of the fittest.

The Colonel has not always been on the

winning end of his exploits. He lost one of his legs in a fierce fight with a Bengal tiger. The Colonel ended up killing the ferocious beast with his two hands and even cooked it up in a stew. Yes, that means he even ate the torn flesh of his own leg still in the tiger's tummy. Hardcore? Yes. Gross? Very.



Colonel Blackheart is only available in the Special Edition of Evil Genius that shipped out to preorder customers. See what you would have gotten if you had preordered? A rabid monkey named Pendragon. How's that for a premium?

SPECIAL ALLACKS

Mantraps: The Colonel's gift for trapping comes in handy when enemy agents descend on the lair. His special traps hold an agent for a few extra seconds, giving the hunter enough time to close in. Required experience: 600.

Pendragon: The hunter has only one true friend in this world—a monkey. But not any monkey. This sinister simian is trained to release a torrent of claws and kicks at nearby enemies. To see this monkey freak out is to go into a panic and become a prime target. Required experience: 1,100.

MINIONS



The Freak

Stats
Health: 100
Loyalty: 100
Smarts: 20

Attention: 20 Endurance: 100

Not much is known about the Freak at this time. Perhaps some scientific research would reveal more about this helper's curious origins, as well as how to get him to work for your Evil Genius?

The Freak is not as easily controlled as a henchman, but his brute strength is excellent for sweeping away enemy agents.





Home, Evil Home

No Evil Genius is complete without a secret island lair to call his (or her) own. You know, a place where you can wander the double-thick steel corridors and brush past legions of highly skilled minions obediently doing your bidding. Some place where you can store all your ill-acquired gains, from gold bricks to the Eiffel Tower (conveniently room-sized, thanks to a shrink ray), and marvel at just how deliciously evil you really are.

That's the kind of joint you need. And with your vast financial resources, that's what you can build at your volcanic island of undisclosed location.

Building 101

Physically constructing your lair is no job for an Evil Genius. That kind of dirt-under-the-fingernails labor is best left for your minions, who quickly carve out new rooms and install equipment as soon as you order them to do so. You have an incredible amount of customization available when it comes to the building process, from prioritizing rooms to incessantly moving objects around until you achieve evil feng shui.

As much fun as it is to start digging into the rock and laying out blueprints for armories and inner sanctums, you must stick to a plan. You can always dispose of unwanted items, but once a room has been dynamited out of rock, it cannot be altered. You can always add on to it, though, as you will likely need to do in the case of the control room, which is almost always quickly outgrown. To destroy a room, Freezers will need all body bags removed first.





This is something of a spoiler, so skip this small note if you want a pivotal plot point to remain a surprise until you reach it during gameplay. (Although, a real Evil Genius would give away the ending of *The Sixth Sense* just to be a jerk.) Here goes: You lose your first island. Eventually you must relocate to a different island of undisclosed location because this first one gets too much attention from the alliances, and it doesn't have what you really need to construct the ultimate lair, such as a mountain that could be turned into a rocket silo with a little elbow grease.

The (Un)welcome Mat

When it's time to break ground on your new base, the first thing you must do is install a front door. This lets your minions enter and exit the lair when they need to complete tasks. The only downside is that enemy agents can use the same door to infiltrate your base, but that's what traps, guns, and raised alert statuses are for.



You cannot move your Evil Base entrance after it has been installed, so pick a prime spot to install it before you lock it down.



Install your Evil Base entrance in relatively close proximity to the depot, which is where your minions buy the equipment and supplies required to build a room, as well as the objects you install within each room. To keep room development going at a decent clip, minimize the hoofing your minions must do.



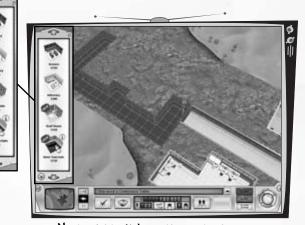


Room Construction

Once you've installed your Evil Base entrance, you can begin building your lair to your liking. Your men do not just build indiscriminately; they follow exact blueprints that you draw up onscreen. These blueprints are extremely useful and flexible, as they allow you to tweak room size and layout before the dynamite is bought from the depot.



To begin building a room, move the cursor over the unmined dirt spot where you wish to begin construction. The cursor turns into the Build Room icon, signifying that this is an acceptable place to design a new room or add on to an existing room.



Next, right-click on the spot where you want to build. The list of available room types appears on the left side of the screen. The list also includes the cost for building a single unit of that room type.





Left-click on the room type you wish to build.

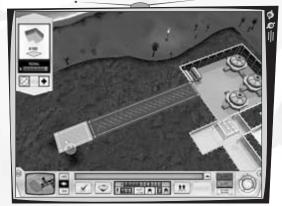
Another window opens, detailing what type of room you are building, as well as the cost of building the room. At the bottom of this window are two buttons. The one on the left with the red strikeout kills the current blueprint. The button on the right commissions the room—construction commences shortly thereafter.



After you select the room type, you can begin laying out the blueprint for the new room. Either left-click and hold down the button to drag out a basic blueprint, or get creative and design the blueprint square by square.



If you build an illegally shaped room or a room with no direct access to the rest of the base, the blueprint appears red. This means that this room cannot be constructed as you have laid it out.



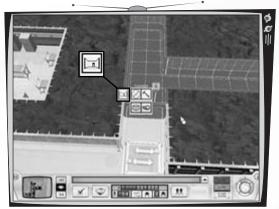
There are impenetrable pieces of earth in the island that not even dynamite can blast through. If you try to build a blueprint over this kind of earth, the blueprint squares appear gray. If you build too close to the edge of rock, the blueprint also turns gray.

CAUSES OF RED BLUEPRINTS

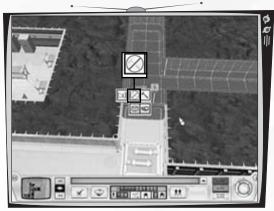
- There is no way for a minion to reach the area where you want to build the new room. You must build an access route, such as a corridor, so minions can reach the area. Even if the corridor has yet to be built, the blueprint for an access point turns the red blueprint to blue because the room is now considered legal.
- The room is too narrow. You must build this particular area at least two squares wide to allow access.
- In the case of expanding an existing room, objects prevent your minions from dynamiting out the dirt. You must move an object to allow access.



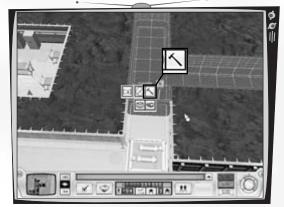
When the blueprint is finished, left-click on the new room plan. This gives you a small window of additional options.



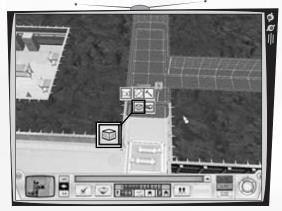
Return to the blueprint process to alter the shape and design of the room.



Cancel this room and delete the blueprint. This is irreversible, so if you choose to build the room after all, you need to lay out a new blueprint.

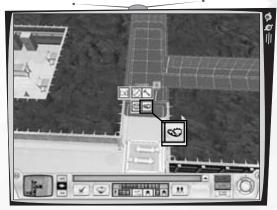


This button orders construction to begin. As soon as your minion can access the area for building, they fetch dynamite and start the process.



Buy and place objects inside the room you are planning to build. You do not have to wait until a room is built to decide where you want to put equipment, such as school desks or interrogation chairs.

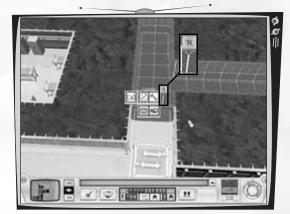




Buy and place traps inside the room you about to build.

As soon as you are pleased with the room layout and any potential object purchase and placement, click on the small hammer icon to order the room to be built. Your construction workers spring into action and run to the depot for dynamite.

You have control over whether or not you want your minions to start building the room at the exact moment the room is commissioned. Maybe you don't want to spend the money for construction just yet, or you are just laying out a series of rooms to evaluate future building plans. You can put room construction on pause.



Every commissioned blueprint has a small tag, not unlike the tags you give enemy agents you want to kill or capture. You can toggle this tag between "build" and "pause." Pausing a room keeps your blueprints valid indefinitely, but prevents your minions from actually building the room. Remember, when you un-pause a room and a construction worker sets the dynamite to blow, there is no turning back.



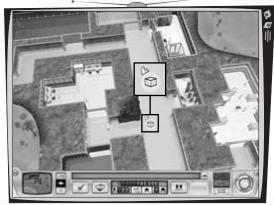
Once the dynamite blows and the rock is successfully excavated, your minions put up tarps as they finalize the room. Once the room is done, any objects you ordered during the blueprint phase are bought and shipped in.

A complete list of the room types, including price and function, is available later in this chapter.



Object Purchase and Placement

Fortunately, you don't have to rely on an evil Home Shopping Channel for all of your nefarious needs. You have a depot right there on the island that is conveniently stocked with all the gear and goodies you need for your lair. And what the depot doesn't offer, you can probably build yourself in your own laboratories.



You can order new objects either before or after a room has been built. During the blueprint phase, you had an icon for buying and placing objects. After a room has been built, the cursor turns into a boxlike Build Object icon. Right-click on the room you want to place an object in.





A window on the left displays all the objects that can be purchased and placed in that particular room type. Left-click on the object you want to buy or build.



Note

Many objects can only be used in specific rooms. An object list in this chapter details which items are room-specific, such as the control panel, which can only be installed and used in the control room.

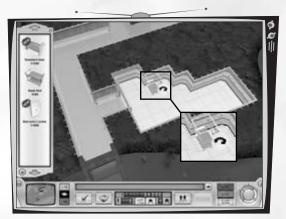


Tip

If you are unsure of the purpose or functionality of an object, click on the information symbol (i) next to the object. This brings up the object glossary entry. Or, you can consult our object index in this chapter.



After you select an object from the list, place it in the room. Right-click the mouse to rotate an object to your liking, and then left-click where you wish to place the object.





Objects must be accessible for minions to use them. Every item has hot spots that show where a minion accesses it. These hot spots appear as green footprints. If an object has an essential hot spot, these footprints are solid. Optional hot spots appear as sets of hollow green footprints. Some objects have multiple essential hot spots. If one of these hot spots is blacked, minions can still access the object, such as a bunk bed in the barracks. If you are placing an object somewhere that cannot be accessed, a red outline appears around the object and the game informs you that minions will be unable to use the object should you place it.





If you block one of the hot spots on an object with multiple hot spots, minions may not be able to use the object efficiently, because they must either find the available hot spot or because only one minion at a time can use the object.





Whereas only construction workers can build a new room, any minion can carry out orders to buy, place, and move an object.

You can move almost every object an unlimited number of times once it has been placed in a room. Just right-click on the object to view a quick menu. A wrecking ball icon indicates that you would like to demolish the object. The head icon shows which, if any, minion is currently using the object. The arrow icon indicates you wish to pack the item up and move it somewhere else in the room or move it to another room suitable for the object.



Demolishing objects results in a go percent refund.



When you choose to move an object, its new location (chosen by a single left-click) is represented by a green outline of the item. This allows you to see where you have placed the item in the new room, even before a minion has successfully moved it, and to plan additional object placement accordingly. Any minion can move an object around the lair.

You can bring up an object's properties by double-clicking on it. An object properties window appears on the screen. From this window, you can see the name of the object, and choose to demolish or move it. You can also view the object's wear rating, which indicates its condition. The marker on the yellow wear scale moves left as the object is used. Some objects must be replaced from time to time, as too much wear renders them useless.

Some objects, such as a rifle cabinet or a security holding cell, have Heat ratings. If base visitors spot these suspicious objects, they pick up the designated amount of Heat. Should the agent or tourist who spotted the object make it off the island, the Heat is transferred to your overall Heat rating within that person's alliance.

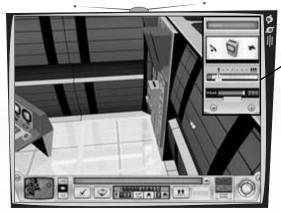


Manned Objects

Many objects in your lair, such as control panels and mess hall counters, require a minion to operate. Manpower is a limited resource, however, and you cannot just have your minions running around the base, making staffing decisions for themselves. If you leave these lapdogs to their own devices, you might find them serving up spaghetti instead of crunching numbers at a control-room memory bank.

You can control staffing levels in the various rooms of your lair by installing time clocks. Time clocks allow you to control the minimum number of minions working in a room at any given time.

PRIMA OFFICIAL GAME GUIDE



After purchasing and installing a time clock, minions ready to double-click on it to bring up the time clock's aren't performing controls. The multicolored bar in the center of the hiding body bags. control panel is where you set staffing levels.

Set the bar on the control panel to red to effectively turn a room off. This keeps minions from attempting to work in this room. Slide the bar to yellow to direct minions to

staff whatever objects in the room require a human hand. Putting the bar into the green area creates a surplus of available labor.

This surplus orders extra minions into the room so that objects are never left unmanned. This is usually a good idea for the control room, but not so much for the mess hall. The only drawback to having a surplus of minions ready to work a particular room is that they aren't performing duties elsewhere, like training or hiding body bags.

Electrical Needs

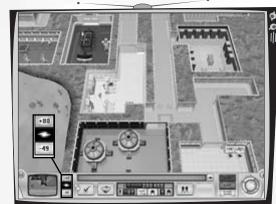
If you were to draw up a list of pros and cons about building a secret base on a remote island, place this element firmly in the negative column: no electricity. It takes a lot of gizmos to monitor global activities or build technological wonders, and there is no electrical socket on the island to just plug into.

Since there is zero chance your Evil Genius will embrace a Luddite lifestyle, you run a power deficit on your island before you know it. To rectify the potential problem, you must build a power plant (or series of power plants) to supply the lair with enough to juice to keep your evil machines online.

When you begin the game, you have a small power supply that keeps things up and running, but before long you suffer your first blackout. Once this happens, the power plant room becomes available from your room type list.

Monitoring Power Supply

A power meter on your Evil Console keeps track of the electrical situation at your lair. The top number monitors the production of electricity. The bottom number shows how much power your equipment is currently consuming.

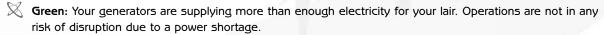


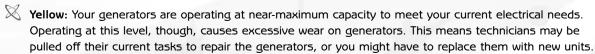
Your power meter on the evil console.





These colors help clarify the electrical production and needs at your lair:





Red: You are in big trouble. You are using more power than you are producing, and the chance of blowing one or more generators is extremely high. If this should happen, equipment at your base stops functioning—leaving you more susceptible to enemy agent attack.



Always keep one step ahead of energy production. When you install enough new objects that cause a jump in electricity consumption, build a new generator. Don't wait for the meter to turn yellow, or even worse, red.

In Case of Blackout

Should something go amiss at your base and you lose a generator or two (or all), your base is plunged into a blackout until power can be brought back online with new equipment. You can avoid this hazardous situation by purchasing and installing capacitors. Like batteries, capacitors store a limited amount of electricity. Your lair can use the juice from these units while you buy new generators.



Installing a time clock in energy-guzzling rooms like the control room can be an enormous help in the event of a power crisis. When you see power levels getting low, turn the room off to free up some juice until you install a new generator.



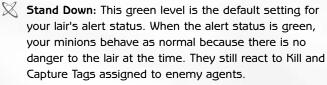
Base Security

Even though you purposefully chose a remote island to keep people away, your enemies find ways to infiltrate your lair. Of course, being an Evil Genius and all, you planned for such situations when you built your base by installing an alert status panel that mobilizes the minions should an attack occur.

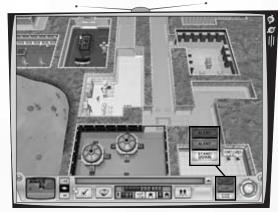
As any good coach knows, defense is the best offense. In addition to being able to raise or lower your lair's alert status, you can also set up surveillance networks and agent-snagging traps to thwart any enemy attack attempts. Using these three security measures in tandem helps keep your base reasonably safe.

Alert Status

Your minions cannot see every single corner of your base, and calling for help only does so much good in the miles of corridors burrowed into the island. For these reasons, you have an Alert Status panel on your Evil Console that gives you the power to put your minions at different degrees of alert should agents infiltrate the island.



Yellow Alert: This heightened level of alert lets your minions know that there is some form of trouble in the base. If you have installed weapons cabinets, military minions and construction workers arm themselves to deal with any agents.



This is the Alert Status panel on your Evil Console. It has three interactive buttons that allow you to adjust the level of alert in the lair. The three levels of alert are stand down, yellow alert, and red alert.

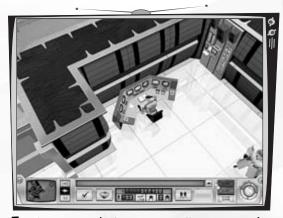
Red Alert: Raise the alarm to red alert when the lair is under siege from multiple enemy agents at the same time, or a superagent has made it into the base. Under a red alert, minions rush the gun racks and begin attacking any enemy agent in the base, regardless of whether a Kill Tag has been issued on not.

When your minions are operating under a heightened stage of alert, tasks around your lair go undone. So as soon as a threat has been neutralized, reduce the alert status to stand down and get things back to normal.

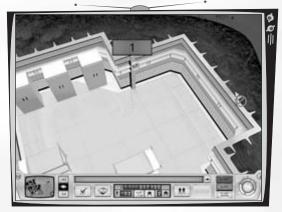


Surveillance

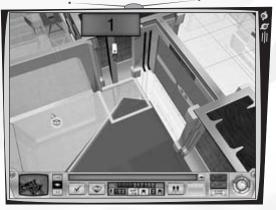
While putting the lair on red alert certainly gets the results you need, there are ways to better pinpoint reaction to an enemy presence in the base. Combining three objects—security camera, security desks, and security loudspeakers—into complete surveillance networks is an excellent way to protect sections of the lair without having to keep visual tabs on it.



The first step in building a surveillance network is installing a security desk inside the armory. This observation desk acts as the hub of the network. Information from security cameras is fed into the security desk; if a target is assessed and identified, the alert goes out over the security loudspeakers.



Finally, install security loudspeakers in areas where your minions gather, such as the barracks and staff rooms. When an agent is caught by the surveillance network, the alert is broadcast through these speakers, calling your lackeys to arms.



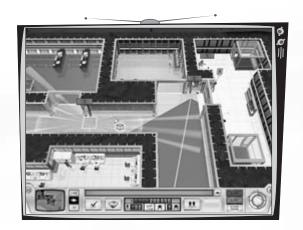
Next, set up security cameras. These cameras can be placed in almost any area of the base, from corridors to power plants. They are always activated, sweeping the area for any sign of trouble. Should a tagged enemy agent wander into the camera's view, that information is sent to the security desk.



Left-click on any part of the surveillance network to view the object's range of effectiveness, such as the security camera's sweep.

You can create numerous security networks in your lair, and we advise that you do so. However, you must separate and identify each individual surveillance network by linking the three mandatory parts of the system together.





Left-click on an object in the surveillance network to assign it a number. When you have a security camera, security desk, and security loudspeaker linked together with the same number, you have created a fully operational surveillance network.

Surveillance Network Tips

Remember these helpful tips when designing and implementing your surveillance network.

- **1.** Specific trouble spots in your lair require the watchful eye of a surveillance network. Be sure you install surveillance networks to watch over the following rooms:
- 2. Should you place a stolen item from an Act of Infamy, such as überloot, in a public place to take advantage of its stat-replenishing effects, install a nearby security camera. These valuable objects are often targeted by burglars and thieves.
- 5. Enemy agents are faster than you can imagine, especially when they know they've been spotted. Make sure you have the security loudspeaker attached to a surveillance network alerting a group of nearby minions. It's useless to put the security loudspeaker for the surveillance network covering your Evil Base entrance in the staff room on the other side of lair. You're better off installing the security loudspeaker for that surveillance network in a nearby room, like a barracks.
- 4. While security cameras and security loudspeakers are always operational, security desks must be manned with a minion to be effective. If you have important objects or areas that require round-the-clock surveillance in the lair, install a time clock and set it so at least one minion is always sitting at the armory desk.

Traps

Surveillance networks and alert status are certainly good for mobilizing your minions, but sometimes you require an absolute immediate response to an enemy presence. Traps are a good way to protect sensitive areas from infiltrating agents. Besides, treacherous traps are often the calling card of a good Evil Genius. Sure, you could send your goons to shoot an agent—but it's much cooler to dispatch those pesky visitors by dropping them into a pit of fire.

Installing Traps

Much like surveillance networks, there are multiple components to a successful trap. You must not only have the trap, but you must also set up a sensor that triggers the trap.



To lay down a trap, right-click in a room to bring up the Build Object menu. Select the trap icon, which looks like an old-fashioned bear trap.



Next, set up some sensors to activate the trap. From the trap list, choose a sensor, such as the aptly named sensor pad, and place it in the room near the trap.



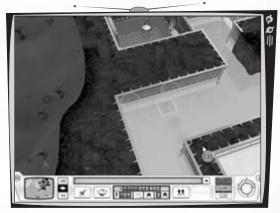
The list of available traps appears to the left. As you get further into the game, more traps become available. Some traps must be developed by your science minions. Click on the trap you want and then place it in the room, just as you would an object.

Now you have the two elements of a trap installed in the room. You must, however, keep in mind the reaction time between activating a sensor and setting off a trap. You cannot have a sensor so far away that the target is unaffected when the trap springs. However, you cannot have it too close to some traps, lest the sensor be damaged when the trap springs.



Trap Link

Sensors are not automatically linked to a trap. They must be manually connected through the trap link system. This color-coded system allows you to carefully set your clever little traps to spring when you want them to.



Left-click on a trap or sensor to set up the system. The trap or sensor has a red circle around it, indicating that it is not yet linked up with a corresponding piece of equipment.



Once you have selected the trap and a sensor to link it to, and it is possible to link them, you see yellow circles around each object.



Left-click on the trap or sensor you want to link to the system. The circles turn blue, indicating that the link is successful. You now have a fully functioning trap, ready to catch an enemy agent with his metaphorical pants down.



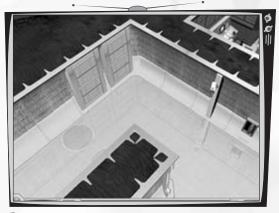
You can link as many sensors as you want to a trap—and you may link traps to other traps. But you cannot link two sensors together to set up multiple traps.

Now you have an active trap. Your minions do not set off the trap unless their Attention rating is really low—and even if they do get caught in your trap, it's still entertaining to watch somebody get gassed, roasted, or swallowed up. Enemy agents with high Attention ratings, however, may also be able to avoid setting off traps.

The trap system is incredibly flexible. If you are devious enough, you can design some pretty wicked traps to ensnare enemy agents in your lair. Try to link multiple traps to form almost Rube Goldberg trap systems that catch agents in chain reactions. You can earn a money bonus by devising intricate, deadly traps systems in your lair. Set up a Test Dummy Machine next to your new trap system to test its effectiveness. Test Dummy Machines are incredibly useful for helping you tweak a trap system until it is suitably sinister.

Sample Trap System

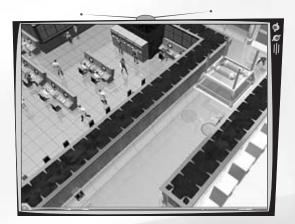
Here is a sample trap system that we hooked up in our lair to keep some undesirables from nosing around the joint.



First, we installed two wind machine traps in the wall at the junction of a corridor.



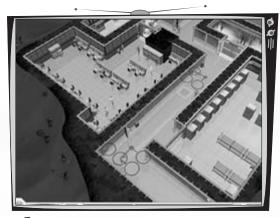
Then, we installed two sensor pads near the wind machine traps in a corridor. We linked the sensor pads up to the traps so that as soon as an enemy agent steps on the sensors, the wind machines blow them down the next corridor. The system has been linked so that when the sensor pads are tripped, both wind machines rev into action.



Next, after testing to see how far the wind machine will blow agents down the side corridor, we installed two more sensor pads in the floor at that point.

EVIL GENIUS

PRIMA OFFICIAL GAME GUIDE



Finally, we put a poison gas cage trap in the ceiling next to the sensor pads and linked them together so that landing on either sensor causes the cage to fall.

Room List

This is a complete listing of 15 room types you can build inside your lair. Each entry details the room's function, as well as the cost of building a single square of the room.

Archives

Cost: 300

Function: The archives serve as mental floss, where minions can recharge their sapped Smarts. You unlock the template for the archives by completing the Steal the Library Blueprints Act of



Infamy. The archives serve primarily as a place to read, but a set of bookcases provides an alternative form of entertainment.



See how much fun it is? Sure, setting up these trap systems can get expensive, but having a few clever trap systems set up helps you

minimize the number of enemy agents who make it deep into the interior of your lair.

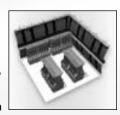


Room icons are labeled on the left side of this screen.

Armory

Cost: 250

Function: Every lair needs an armory or two. This is the only room in the base where you can place security holding cells to lock up interlopers until they are either interrogated or disposed of. (You can set them

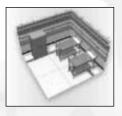


free, but what fun is that?) Gun racks can be installed only in the armory, so make the room easily accessible in case you put the base on a heightened state of alert. And when it comes time to start building surveillance networks, you can install security desks only in the armory.

Barracks

Cost: 150

Function: This is where your minions retreat at night to relax and refresh for the next day of work—evil work. If there is not enough space in the barracks for them all to sleep, your minions wander the base with



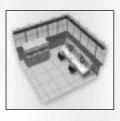
lowered Endurance. Snoozing in the bunks is the best way to restore Endurance.

However, beauty sleep can wait if your lair comes under attack. Install security loudspeakers in your barracks to wake your men in the event of a siege. They can nap once they've flushed the base of the enemy presence.

Control Room

Cost: 500

Function: The most expensive room in the base to build, the control room is the brain of the entire lair. Once you install control panels and control room memory banks, you can begin your quest for world

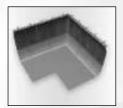


domination by accessing the world map. The control room needn't be perpetually manned, only manned when the player has minions out in the world, stealing, or doing missions. If you don't have anyone in the world, it is sensible to turn the control room off with the time clock.

Corridor

Cost: 100

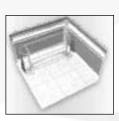
Function: Corridors link the various rooms of your base together. They are also the best places to set up trap system for ensnaring nosy enemy agents.



Freezer

Cost: 300

Function: If you want to leave body bags out in the blistering sun or lying around the base, that's your business. Not only will the flies drive you crazy, but the resulting Heat and lowered morale of your minions are a serious drag on your operations.



Build a freezer to store unsightly body bags. Your minions automatically scoop up cadavers and take them to the freezer, where they hang them on the freezer rack. Inside the freezer, body bags no longer drain your minions' Attention and Loyalty. However, should prying eyes spy your museum of rigor mortis, they can potentially transfer the resulting Heat back to their alliance. Be sure that, when available, you install heavy-duty security doors on your freezers.

Infirmary

Cost: 300

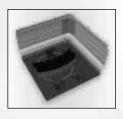
Function: Minions low on Health can report to the infirmary to be healed. Be sure to install pharmacy booths and other infirmary equipment to deal out drugs and medical procedures at a greater rate.



Inner Sanctum

Cost: 250

Function: The inner sanctum is the proper place of residence for an Evil Genius when not mingling with minions. And should you ever need to host other criminal masterminds, the inner sanctum is the only



place to do it. Here, you and your ilk can talk nasty business and view any installed überloot stolen during Acts of Infamy.





Hangar

Cost: 250

Function: When it comes time to really start pulling off some evil schemes, you need to build a hangar to store your nonearthbound experiments.



Laboratory

Cost: 400

Function: Your science minions require dedicated space to research and perform experiments. After all, you can't expect them to invent the Next Big Evil Thing in the middle of a corridor, can you? As soon as

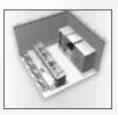


you have built a laboratory, you can install research machines and experimental apparatuses to start unlocking the secrets of the universe—and then perverting them for your own evil purposes.

Mess Hall

Cost: 150

Function: When lunchtime rolls around, your minions obey the rumblings in their tummies. Filing to the mess hall, they line up at the mess hall counters or salad bars to replenish their Endurance.



Knowing that your minions gather here at midday, it might be wise to place security loudspeakers attached to your various surveillance networks on the walls.

Power Plant

Cost: 150

Function: It's a good thing the cost of building a power plant is so reasonable, because you need to build decent-sized rooms and stock them with some expensive generators. Power plants are where you get



all the electricity used to power your lair.

Staff Room

Cost: 150

Function: Helping an Evil Genius plot world domination is really quite taxing. When your minions need to recharge their flagging Attentions, they make their way to the staff room, where you have helpfully

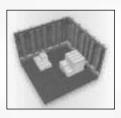


installed some pleasant diversions like table tennis, or at least a drink machine where caffeine can be distributed.

Strongroom

Cost: 400

Function: All that glitters in this unassuming room is indeed gold. This is where you must store your hard-stolen gold bricks, which your minions use to buy objects and building supplies. Naturally, this room is



a prime target for thieves and burglars, so set up a good surveillance network and install a security door to keep your cash safe.

Training Room

Cost: 250

Function: When you want to train your lowly construction workers into advanced careers like martial artists and biochemists, you must send them to a training room. However, you cannot train minions without



teaching tools, so you must purchase and install objects like school desks and bayonet dummy punching bags to further your minions' careers.

Object List

The following is a complete list of the objects you can buy and install in your lair. Not every object is available immediately. Many objects are unlocked over time and some must be developed in your laboratory before you can start using them in the base.

Each entry contains the name of the object, cost, how much Heat it generates if spotted by enemy agents, how much wear and tear it can take before needing to be replaced, the amount of power it consumes while in use, and a full description.



A list of all the objects stolen during Acts of Infamy is in Chapter 9. A complete guide for researching and developing many of these items is in Chapter 7.

Al Supercomputer

Cost: 100,000

Heat: 5 Power: 12 Wear: 350

Function: The AI supercomputer would eat HAL 9000 for breakfast. This computer is loaded with



the latest in artificial intelligence tech, allowing it to analyze data at far greater speeds than a regular machine—which would explain why it's such an energy pig. And should you get bored of the interrogation chair, the Al supercomputer doubles as a sweet torture device.

Arcade Cabinet

Cost: 15,000

Heat: — Power: 3 Wear: 75

Function: Your researchers could be busy dreaming up your doomsday device, but instead they came up with this quarter-muncher. Oh



well, the minions seem to like all the flashing lights, so you may as well put it in the staff room. Blasting invaders from space seems to boost Attention.

Archives Reading Table

Cost: 2,000

Heat: —
Power: —
Wear: 50

Function: Minions low on Smarts can plop down at this table, crack open a book,

and recharge their minds.







Auto-Chef

Cost: 20,000 Heat: — Power: 5

Wear: 150

Function: This fully



operational, but unmanned, grazing station allows hungry minions to grab an Endurance-replenishing meal between shifts.

Auto-Surgeon

Cost: 15,000

Heat: 2 Power: 10 Wear: 250

Function: The autosurgeon helps replenish Health,



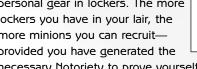
like the infirmary chair, but it does not require a minion to operate it. However, because it's on auto, it does require more juice to keep it running.

Barracks Locker

Cost: 1,000

Heat: — Power: — Wear: 75

Function: Minions stash their personal gear in lockers. The more lockers you have in your lair, the more minions you can recruit provided you have generated the



necessary Notoriety to prove yourself an attractive

employer.

Bayonet Dummy Punching Bag

Cost: 5,000

Heat: 2 Power: — Wear: 100

Function: Guards require the use of these training items to teach construction workers how to kick and punch their way to a new career in handing out beat downs.



Big Screen

Cost: 50,000 Heat: 5

Power: 3 Wear: 200

Function: Television

apparently doesn't



rot your brain after all. Installing one of these sets in your control room boosts the Attention of anybody standing within its impressive radius. Be sure to click on the TV to verify that its area of influence is maximized.

Biochemist Workshop

Cost: 20,000

Heat: 5 Power: 3 Wear: 50

Function: The biochemist workshop is installed in a training room and serves to help train

more biochemists once you have successfully kidnapped and interrogated a biochemist.

Bookcase

Cost: 15,000

Heat: 5 Power: 1 Wear: 150

Function: Why would a simple set of bookcases need to consume electricity? Try luring a person between the shelves to find out.

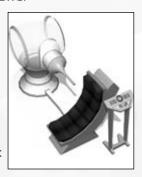


Brainwasher

Cost: 50,000

Heat: 2 Power: 4 Wear: 100

Function: Minions sans the Smarts to be productive deserve a trip to the brainwasher. This machine carefully sucks the brain out of a minion's skull, deep-



cleans it in a special fluid, then somehow shoves it back into their head. If you have the time, be sure to watch the process at least once.

Brainiac Machine

Cost: 30,000

Heat: 2 Power: 4 Wear: 100

Function: Minions use the archives to boost their flagging Smarts, but reading a book, man?



That takes time. The brainiac machine takes all the hard work out of looking at words by just zapping them straight into a minion's gray matter, thus restoring their Smarts much faster than a basic reading table.

Briefcase Rack

Cost: 5,000

Heat: —
Power: —
Wear: —

Function: Carrying gold from the base to the depot is dangerous. Instead of flashing your cash, install



one of these racks in your strong room so minions can safely cart money to the depot without raising suspicion.

Bunk Bed

Cost: 500

Heat: — Power: —

Wear: 50

Function: Minions sack out in bunk beds at night, restoring the Endurance they lost during the

workday.

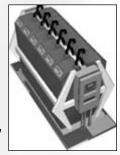


Capacitor

Cost: 5,000

Heat: 1
Power: —
Wear: 100

Function: Capacitors store energy produced by generators. Should you ever have your own personal energy crisis, your capacitors supply



backup power until you can order and install new generators.





Catwalk Console

Cost: 7,000 Heat: 1 Power: 1 Wear: 100

Function: Only the Evil Genius can initiate the test of rocket technology developed by science minions. And since it's not a very good idea to stand



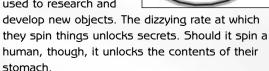
close to an active rocket, this console allows the Evil Genius to fire thrusters from a safe distance on the catwalks above.

Centrifuge

Cost: 50,000

Heat: 2 Power: 5 Wear: 150

Function: Centrifuges are used to research and



Chalkboard

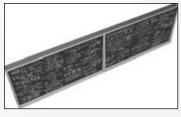
Cost: 10,000 **Heat**: 1

Power: — Wear: 100

one spendy

chalkboard. What,

is the frame made of solid gold? These teaching tools are required to train additional scientists in your training rooms.



Communications Array

Cost: 50,000

Heat: 5 Power: 8 Wear: 175

Function: This array of radiowave dishes is powerful enough to scramble the Forces



of Justice's communications equipment. With their talk-time hit, alliances cannot communicate with their agents, lowering their activity on your island. You can only have one communications array.

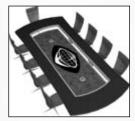
Conference Table

Cost: 5,000

Heat: —
Power: —

Wear: 200

Function: When you host the leaders of the criminal underworld in your inner



sanctum, you don't just gather them around a card table. You must have this impressive conference table installed so when everybody sits down, they have a clear view of the Evil Genius—thus establishing the new pecking order of the underground.

Control Panel

Cost: 10,000

Heat: 1 Power: 2 Wear: 100

Function: You must install control panels in your

0

control room to breach the alliance's secrecy. The more control panels you install (and man), the more information you can gather about the different regions of the world, as well as helpful information about Acts of Infamy. It takes two minions to staff a control panel.



Control Room Memory Bank

Cost: 7,500 Heat: 1 Power: 1 Wear: 100

Function: You must have multiple memory banks installed in the control room to store the information



your staffed control panels bring in. Without these machines, you risk losing the intelligence you've been gathering. Each memory bank requires one minion to run it.

Control Station

Cost: 25,000 **Heat**: 3

Power: 5 Wear: 150

Function: Your research staff can offer you this upgraded control panel that requires only one minion to staff it instead of two. The tradeoff (and there always is



one) is that it draws more Heat and electricity.

Cryo-Cubicle

Cost: 20,000 Heat: 6 Power: 8 Wear: 125

Function: Sleep is time-consuming, so when you need your minions to replenish their Endurance in a hurry, pack them into a cyrocubicle. This high-tech sleep box uses tiny robots to reverse fatigue



and get them back on the job in no time.

Databank

Cost: 5,000 Heat: 2 Power: 5 Wear: 100

Function: Science minions use the databank as part of the equipment suite required to create new

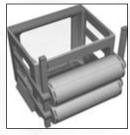


objects in the lab. As science minions wander your lair, they determine which items can be used for experimentation. Items deemed to be potential test subjects appear in the databank.

Death Cubicle

Cost: 30,000 Heat: 10 Power: 5 Wear: 300

Function: Before the invention of the death cubicle, you had to actually execute a prisoner yourself. Eliminate



the wait with this version of the regular security holding cell, which includes a built-in mangler that disposes of captured enemy agents.







Diplomat Trainer

Cost: 20,000

Heat: 5 Power: 5 Wear: 200

Function: This training tool teaches spin doctors the art of the bribe, making them effective diplomats.

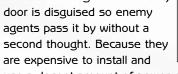


Disquised Door

Cost: 10,000

Heat: — Power: 5 Wear: 250

Function: This high-level security door is disquised so enemy agents pass it by without a second thought. Because they



use a decent amount of power, place them only at entrances to sensitive areas.

Disguised Holding Cell

Cost: 15,000 Heat: 5

Power: -Wear: 250

Function: Holding cells attract a lot of attention, as everybody knows just exactly what they're for. These camou-

flaged cells reduce the amount of Heat an agent can

report back after a trip to your island.



Disguised Power Generator

Cost: 20,000

Heat: 5 Power: -Wear: 250

Function: Generators attract a lot of attention for saboteurs wishing to do serious damage to your

lair. These units fool enemy agents into looking elsewhere.

Disguised Rifle Rack

Cost: 10,000

Heat: 5 Power: — Wear: 100

Function: Guns of any form draw Heat. These

advanced rifle racks are

engineered to be less obvious than regular racks, thus lowering their Heat rating. It's important to note that heavy-rifle racks cannot be disguised, as the guns are just too big.

Disquised Security Camera

Cost: 10,000

Heat: — Power: 2 Wear: 100

Function: This security camera is carefully disguised to blend in with its surrounding, so as not to alert enemy agents of the presence of a

surveillance network.





Disguised Sentry Gun

Cost: 20,000 Heat: 5 Power: 5 Wear: 250

Function: Disguised sentry guns lock on to enemy agents bearing Kill Tags and riddle them with bullets.

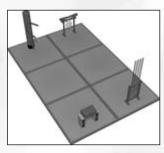


Their camouflage reduces the amount of Heat they put off if an untagged agent is near.

Dojo

Cost: 20,000 Heat: 10 Power: — Wear: 150

Function: You must install a dojo in your training room if you want to teach martial arts to mercenaries,



advancing them to martial artists. You also require a dojo if you plan on fighting Jet Chan, the A.N.V.I.L. super-agent, in what's sure to be a "fair fight."

Drinks Machine

Cost: 1,000 Heat: — Power: 1 Wear: 50

Function: Mmmmm.

Carbonated sugar water. This elixir restores the Attention of any minion who stumbles into the staff room.



Egg Chair

Cost: 5,000 Heat: — Power: — Wear: 100

Function: The chair sure looks mod, but it trades comfort for style. Sitting in it helps restore Attention, but it's a slow process. Beware of crowding



your staff room with too many of these seats.

Electron Microscope

Cost: 20,000

Heat: 5
Power: 5
Wear: 100

Function: Electron microscopes help quantum physicists train scientists in the wonders of the universe, thus turning them into quantum physicists



themselves. Install this in the training room.

Environment Chamber

Cost: 100,000

Heat: 5 Power: 12 Wear: 400

Function: Science minions use the environment chamber to research and develop new objects and



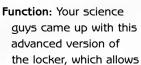
equipment. But should you ever tire of your other torture devices, toss enemy agents in this machine to give them the ride of their life.





Equipment Storage Rack

Cost: 5,000 Heat: — Power: — Wear: 175





more minions to store their stuff in a smaller space. Installing these in the barracks helps increase minion recruitment counts.

Fake Research Machine

Cost: 5,000 Heat: — Power: —

Wear: —

Function: This duplicate research machine throws off the enemy agents who have infiltrated your base to steal the real deal. If



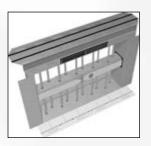
alliance forces steal the fake, they mistakenly believe they have set back your plans for world domination. Big mistake.

Field Barrier Door

Cost: 7,500

Heat: — Power: 5 Wear: 300

Function: Your research team has come up with this advanced security door to keep unwanted



elements out of places where they don't belong.

Fire Extinguisher Locker

Cost: 3,000

Heat: — Power: — Wear: 200

Function: Should a fire erupt in your lair from an explosion, Valets can use fire extinguishers to put out the flames and minimize damage to your objects. Place these lectors in

objects. Place these lockers in corridors.

Flamethrower Rack

Cost: 20,000

Heat: 10 Power: 3 Wear: 150

Function: Should your mercenaries be alerted to trouble, they pull flamethrowers from this storage cabinet and use them on enemy agents. (Good luck getting the smell of burnt hair out of your lair, though.) While an effective weapon, all visitors



know a flamethrower is never used for anything good and try to leave your base with extra Heat. Which, incidentally, is a good reason to use a flamethrower.

Freezer Rack

Cost: 5,000

Heat: —
Power: —
Wear: 200

Function: Install multiple racks in your freezer

so you can store more

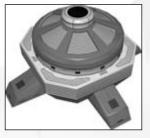
body bags. The fewer body bags lying around the island the better, making these racks a worthwhile investment.



Generator

Cost: 10,000 Heat: 5 Power: — Wear: 100

Function: Since electricity doesn't grow on trees, you need to install generators in your power-



plant room to produce the juice needed to operate the base and all its equipment.

Global Stock Market Watchdog

Cost: 25,000 **Heat**: 2

Power: 15 **Wear**: 150

Function: This financial monitor helps your minions in the field siphon cash from the world economy



faster. With one of these doohickeys running, expect your cash inflows to come at a slightly

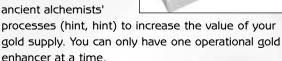
greater frequency.

Gold Enhancer

Cost: 100,000

Heat: 2 Power: 7 Wear: 200

Function: This clever piece of machinery uses ancient alchemists'





Greenhouse

Cost: 100,000

Heat: 5 Power: 12 Wear: 300

Function: Your science minions use the

greenhouse to study some intense strains of vegetation. In fact, it

seems one or two of them are rather violent vegetables. Maybe you can find some fun food somewhere in your base to feed the plants? Perhaps that holding cell in the armory?



Handgun Cabinet

Cost: 2,500 Heat: 5

Power: — Wear: 20

Function: Construction workers arm themselves with handguns when the lair is under attack. Raising

the alert status to yellow or red prompts workers to barrel into the armory and pick up their guns.

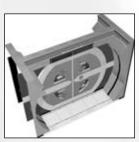
Heavy Door 3M

Cost: 5,000

Heat: — Power: 5 Wear: 400

Function: This is an advanced security door, harder for enemy agents to

breach.



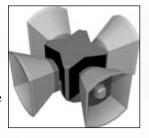




Heavy-Duty Loudspeakers

Cost: 6,000 Heat: — Power: 3 Wear: 200

Function: These high-tech security loudspeakers have a much greater range than conventional security



loudspeakers. They can transmit calls through walls, increasing the number of minions responding to a surveillance network alert.

Heavy Rifle Cabinet

Cost: 10,000 Heat: 10 Power: — Wear: 200

Function: Mercenaries use bigger artillery than regular guards.

When alerted to an enemy agent's presence, mercs head for this heavy-duty rifle rack to arm themselves for attack.

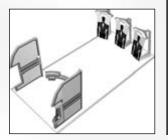


Heavy Shooting Range

Cost: 10,000 Heat: 10 Power: —

Wear: 200

Function: Heavy shooting ranges are used to train guards as mercenaries.



High-Density Capacitor

Cost: 15,000 Heat: 2 Power: — Wear: 175

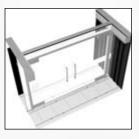
Function: High-density capacitors can store more electricity than regular capacitors, providing your lair extra power in the event of a blackout.



Hotel Double Door

Cost: 3,000 Heat: — Power: 1 Wear: 200

Function: This double door is installed in your hotel.



Hotel Casino Baccarat

Cost: 10,000 Heat: — Power: —

Wear: 100

Function: Baccarat—the game of choice for swinging, sophisticated gamblers—is a highstakes game that thrills

tourists at your hotel for an extended period

of time.

Hotel Casino Craps

Cost: 10,000

Heat: —
Power: —
Wear: 100

Function: Gambling stations at the hotel keep tourists busy. The craps table draws a large crowd of tourists,



keeping them away from your lair. The problem with craps, though, is that it's the epitome of "easy come, easy go." Craps tables do not hold tourists' attention very long.

Hotel Casino Roulette

Cost: 15,000

Heat: —
Power: —
Wear: 100

Function: This incredible game of chance can make a lucky man rich in no time, which is why plenty of



tourists crowd the table at the hotel casino. A social minion, however, must act as croupier to keep the action going and the tourists distracted.

Hotel Lobby Bench

Cost: 2,500 Heat: — Power: —

Wear: 75

Function: Place these pretty benches in your hotel lobby and tourists sit for a spell, cooling their heels away from

your lair.

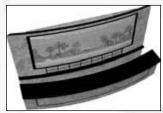


Hotel Lobby Counter

Cost: 5,000 Heat: — Power: —

Wear: 75

Function: When tourists arrive at your island hotel, they stop at the



hotel lobby counter to check in, taking up time. However, you must staff the counter with a social minion.

Hotel Lobby Piano

Cost: 5,000

Heat: — Power: — Wear: 75

Function: Place this beautiful grand piano in a hotel lobby and a musically gifted tourist may happen by and start tickling the



ivories. Nearby tourists are likely to gather around the grand to watch, keeping them distracted.

Hotel Lounge Bar

Cost: 7,500

Heat: —

Power: — Wear: 200

Function: Your hotel guests stop by the bar to sauce themselves up, becoming too inebriated to wander



anywhere near your lair. It requires a social minion to keep these tourists at three sheets, though.



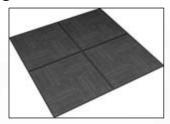


Hotel Lounge Dance Floor

Cost: 5,000 Heat: —

Wear: 75

Function: Nobody can resist the draw of a dance floor. And



when tourists are busy shaking their tail feathers on the floor, they're too busy to waltz through your front door.

Hotel Lounge Table

Cost: 5,000 Heat: —

Power: — Wear: 75

Function: Tourists chat and drink at these tables, keeping them away from

your lair.



Hotel Room

Cost: 10,000

Heat: — Power: 5 Wear: 50

Function: Visitors to your island hotel hole up in hotel rooms at night, rather than mistakenly wander into your lair after hours.

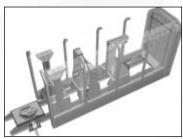


Impact Stress Analyzer

Cost: 50,000

Heat: 2 Power: 5 Wear: 250

Function: This piece of research technology helps study the effects



of impacts on sample subjects. Can you think of any subjects to test high-velocity impacts on?

Inner-Sanctum Desk

Cost: 15,000

Heat: —
Power: —
Wear: 150

Function: This aweinspiring desk allows your Evil Genius to monitor lair activity

from the inner sanctum. When an Evil Genius is seated in the desk's luxurious chair, his or her stats are quickly replenished. Should your Evil Genius ever rumble with the Forces of Justice, retreat to the inner sanctum desk as soon as possible.

Inner-Sanctum TV Studio

Cost: 10,000

Heat: 3
Power: 5
Wear: 100

Function: This evil TV studio is required for your Evil Genius to issue the final ultimatum to the world's



alliances. It must be connected to a network of transmitter aerials to broadcast your chilling final message.



Infirmary Chair

Cost: 10,000 Heat: — Power: — Wear: 100

Function: When seated at the infirmary chair, injured minions receive medical attention that



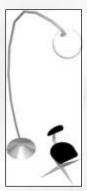
replenishes Health. A minion must man the

infirmary chair.

Interrogation Chair

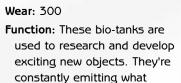
Cost: 5,000 Heat: 2 Power: — Wear: 100

Function: When you need to extract information from captured professionals, toss them in the interrogation chair and milk their minds. Stay and watch the interrogation, as your minions have some bizarrely unconventional techniques that are worth a laugh.



Laboratory Bio-Tanks

Cost: 50,000 Heat: 2 Power: 10





appear to be hazardous fumes, so don't get too close. It might be fun to allow a captured enemy

agent, though, to get a whiff.

Laboratory Laser

Cost: 50,000 Heat: 2 Power: 5 Wear: 150

Function: You cannot call yourself an Evil Genius if you don't have a laser beam somewhere in the



lair. This laser set-up is used to help develop new objects by combining other objects.

Laboratory Research Machine

Cost: 100,000 Heat: 10 Power: 6

Wear: 300

Function: You cannot start researching and developing new objects until you have acquired a research



machine. Science minions use canisters from this machine to perform experiments, then return the canisters to the machine for analysis.

This is one expensive piece of technology, and a major target for enemy agents. Protect it well.

Laboratory Workshop

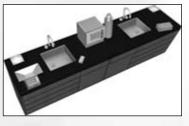
Cost: 5,000

Heat: 1
Power: —
Wear: 50

Function: Use this

training

equipment to train



construction workers as technicians. It's the first step on an exciting career in science!





Mess Hall Counter 1

Cost: 5,000 Heat: — Power: — Wear: 200

Function: The small mess hall counter just has the basic kitchen equipment a minion needs to serve his



fellow workers an Endurance-giving meal.

Mess Hall Counter 2

Cost: 15,000

Heat: —
Power: —
Wear: 200

Function: This more expensive mess hall counter is a little bigger, and it comes with an



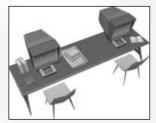
industrial-strength mixer. In fact, that mixing bowl looks big enough to accommodate a person.

Microfilm Table

Cost: 2,000

Heat: —
Power: —
Wear: 100

Function: The world's newspapers are regularly converted to microfilm



and placed in the archives so minions can get Smarts boosts by reading daily headlines.

Mouse Maze

Cost: 3,000 **Heat**: —

Power: — Wear: 50

Function: For some reason or other, watching little mice scurry around a



wooden labyrinth helps boost Attention. Install one of these in the training room and your minions slowly gather around it.

Multimedia Educational Zone

Cost: 25,000

Heat: — Power: 3

Wear: 175

Function: This broadcast allows multiple minions to

boost their Smarts

at the same time, rather than having to line up around the television.



Multi-Gym

Cost: 7,500

Heat: —
Power: —
Wear: 150

Function: Minions who work

out on multi-gyms replenish their Endurance.





Nuclear Generator

Cost: 25,000 Heat: 10 Power: — Wear: 350

Function: Nuclear generators produce more electricity than regular generators, and they take up far less space in the power plant. However, you



need to keep an even closer eye on power levels with these babies, as the last thing you need on your island is a meltdown.

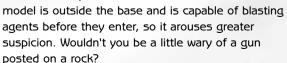
Outdoor Sentry Gun

Cost: 10,000 Heat: 5 Power: 5

Wear: 200

Function: Sentry guns lock on and riddle any enemy issued a Kill Tag.

However, this particular





Cost: 5,000 Heat: 1 Power: 2 Wear: 50

Function: Place these security cameras outside your lair to spot tagged enemy agents before they can walk

through your front door.

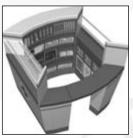


Pharmacy Booth

Cost: 5,000 Heat: — Power: — Wear: 150

Function: From this convenient booth inside the infirmary, a minion can distribute Health-replen-

ishing drugs to injured co-workers.



Pinball Machine

Cost: 5,000 Heat: — Power: 1 Wear: 50

Function: All the minions love to see the lights flashing and hear those buzzers and bells. Those with the supple wrists of a pinball wizard receive boosts to their flagging Attention levels.









Playboy Trainer

Cost: 20,000 Heat: — Power: -

Wear: 150

Function: Spin doctors can be trained up into playboy status by taking classes from accom-

plished playboys in this training facility.



Radio Alert Loudspeakers

Cost: 5,000 Heat: — Power: 3 Wear: 500

Function: The advanced loudspeakers have a greater audio range than regular

security loudspeakers.

When a surveillance network picks up an intruder, calls to arms issued through radio alert loudspeakers have the potential to reach more minions.

Reclining Chair

Cost: 5,000 Heat: -Power: -

Wear: 100

Function: This recliner is comfort supreme, rapidly improving a fatigued minion's Attention rating. This special item, though, is only found in the Special Edition of Evil Genius, available only to preorders.

Rifle Cabinet

Cost: 5,000 Heat: 10 Power: -Wear: 200

Function: When the lair goes on high alert, guards rush rifle cabinets and pick up firepower to turn back enemy agents.



Salad Bar

Cost: 7,500 Heat: — Power: — Wear: 100

Function: Minions can line up at the salad bar

to grab a quick, healthy



bite. Salads don't replenish as much Endurance as a full meal, but the salad bar doesn't require a minion to operate it.

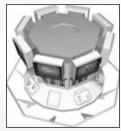
Schematics Station

Cost: 25,000

Heat: 2 Power: 13 Wear: 150

Function: This piece of

hardware contains all the tech manuals for every piece of equipment in your lair. Having



this machine up and running helps your technicians keep the base in tip-top condition.

School Desk

Cost: 5,000 Heat: 1 Power: — Wear: 75

Function: Valets can train construction workers in the art of social service at school desks in the training room.



Security Camera

Cost: 3,000 Heat: — Power: 1 Wear: 50

Function: Jacked into a surveillance network, a security camera can help spot tagged enemy agents.



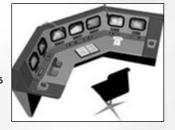
Security Desk

Cost: 3,500

Power: — Wear: 100

Heat: —

Function: Security desks are the hubs of a surveillance network, where an attending



minion keeps watch over designated areas via a network of security cameras. When a tagged agent is spotted, the security desk issues a call to arms

over security loudspeakers.

Security Holding Cell

Cost: 5,000 Heat: 10 Power: — Wear: 200

Function: In order to hold captured agents, you must have at least one security holding cell installed in your



armory. Only one agent can be held at a time inside a cell. From the security holding cell, you can issue an order to interrogate prisoners, set them free, or execute them to make space for the next poor fellows.

Shooting Range

Cost: 20,000 **Heat**: 5

Power: — Wear: 200

Function: Shooting ranges installed in the training room enable marksmen to train mercenaries in their profession.









Standard Door

Cost: 1,500 Heat: — Power: 3 Wear: 200

Function: This basic door has no security features, but at least it keeps casual prying eyes from looking

into a room.

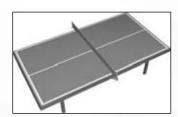


Table Tennis

Cost: 2,000 Heat: — Power: — Wear: 50

Function: This twominion game helps frazzled minions

regain their Attention levels.

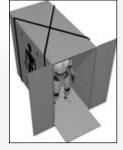


Test Dummy Machine

Cost: 1,000 **Heat**: —

Power: — Wear: 75

Function: Need to test out your new, ingenious trap system before unleashing it on unsuspecting enemy agents? This single-serving crash test



dummy machine spits out test subjects to help you tweak your traps for maximum effectiveness.

Time Clock

Cost: 5,000 Heat: — Power: — Wear: 200

Function: Install time clocks in staffed rooms to regulate the number of minions working.



Transmitter Aerial

Cost: 1,000 Heat: 5 Power: 5 Wear: 150

Function: When it comes time to issue an ultimatum to the world, you need these transmitters to broadcast your evil signal.



TV Studio

Cost: 7,000 Heat: 2 Power: 3

Wear: 100

Function: Valets can be trained up as spin doctors by visiting this mock TV studio set in the training room.



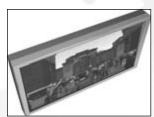
Widescreen TV

Cost: 10,000 Heat: — Power: 4

Wear: 100

Function: Installed in the staff room, a widescreen TV expands on the

radius of a big screen TV's Attention-boosting power, but it doesn't take up as much room.



X-Ray Machine

Cost: 15,000 Heat: 2 Power: 3 Wear: 150

Function: Installed in the infirmary, the xray machine uses the

healing powers of radiation to restore Health. There are rumors of side effects, but it's nothing your minions need to worry about for now.



Zoom-Lens Camera

Cost: 6.000 Heat: — Power: 3 Wear: 150

Function: Zoom-lens cameras have a far greater field of vision than regular security cameras, but they do draw a bit more Heat.







The following is a complete list of the traps you can buy and install in your secret lair, including the available sensor equipment. Not all traps are available from the beginning; some will be unlocked as you play—others must be created in your evil labs.



Trap List

The formulas for creating the scientifically engineered traps can be found in Chapter 7, which discusses the research process.

Beehive

Cost: 10,000

Attacks: Endurance, Health, Smarts, Loyalty, Attention

Heat: 1 Power: 1 Wear: 100

Function: There are five variations of the beehive trap, each version filled with angry



genetic-freak bees that lower a different stat. Once these bees start buzzing, enemy agents find themselves gasping for air, as well as Attention, Smarts, Health, Loyalty, and Endurance.





Charge Cannon

Cost: 30,000 Attacks: Health

Heat: 10 Power: 6 Wear: 150

Function: The charge cannon takes a moment to blow,



but when this trap connects, it dishes out damage to any agent (or minion) unfortunate enough to be caught in its firing line. Death is almost certain.

Confusing Pop-Up

Cost: 5,000 Attacks: 5marts

Heat: — Power: 1 Wear: 50

Function: This simple trap, when triggered, causes a dummy to pop out of practically nowhere,



startling an enemy agent. Not only does this drain their Smarts a little, but it causes them to stop dead in the tracks for a moment, giving you an opportunity to spring another trap or launch an attack.

Damned Damsel

Cost: 10,000 Attacks: Smarts

Heat: — Power: 2 Wear: 100

Function: This simple trap entices do-right agents with a fake damsel-in-distress situation. When the rescuing agent discovers the



dupe of a dame, they become confused. Confusion breeds contempt, and that could potentially lead to an agent disgusted enough with his job to desert.

Do-Not-Press

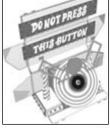
Cost: 13,000

Attacks: Attention

Heat: — Power: 3 Wear: 150

Function: This is the Evil Genius equivalent of Alice's "drink me" bottle. A little sign warns

agents against pressing a button, but often curiosity gets the better of them. And just what did curiosity do to the cat?



Dreadmill

Cost: 10,000

Attacks: Endurance

Heat: — Power: 3 Wear: 150



Function: The dreadmill is a devilish roller that forces agents caught on it to run as fast as their little feet can carry them. If the dreadmill goes too fast or comes to a quick halt, agents are fired off and smashed into the nearest object.

Explosive Palm Tree

Cost: 17,000

Attacks: Health Heat: 10 Power: 1

Wear: 500

Function: This trap looks like a regular palm tree, but when triggered, the tree drops



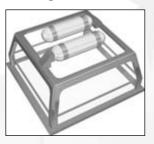
explosive coconuts that damage any nearby agents, tourists, and minions caught in the blast radius. The explosions have a tendency to start fires, so have a fire extinguisher locker nearby—and a valet who knows how to use it.

Knockout Gas Cage

Cost: 10,000 Attacks: Endurance

Heat: — Power: 1 Wear: 100

Function: The knockout gas cage trap is installed in the ceiling of your lair.



When triggered by a sensor, the cage falls on an unsuspecting agent. The trapped agent is then gassed with Endurance-sapping fumes.

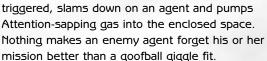
Laughing Gas Cage

Cost: 12,000 Attacks: Attention

Heat: —
Power: 1
Wear: 100

Function: This trap consists of a cage attached to the

ceiling that, when



Loyalty Gas Cage

Cost: 11,000 Attacks: Lovaltv

Heat: — Power: 1 Wear: 100

Function: This cage trap hangs in the ceiling, waiting to be triggered.



When an agent makes a fateful misstep, the cage drops and slowly fills with Loyalty-sapping gas.

Misdirection

Cost: 7,500

Attacks: Attention

Heat: — Power: 2 Wear: 75

Function: Misdirection traps sap
Attention by directing agents in a
series of conflicting directions until
they practically collapse from
dizzying frustration. This trap is fun
to stop and watch.

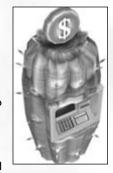


Money Madness

Cost: 25,000 Attacks: Loyalty

Heat: — Power: 2 Wear: 125

Function: When triggered, this trap (disguised as an ATM machine) will start spitting out counterfeit money. Most agents believe the cash is real and are so entranced



by it that they are swayed toward the dark side.

Monkey in a Box

Cost: 10,000 Attacks: Loyalty

Heat: — Power: 2 Wear: 175

Function: The trap releases a curious little monkey that is secretly controlled by a cerebral helmet. Any agent spotting the monkey is



instantly charmed by its antics, leaving them completely susceptible to the simian's impending attack.





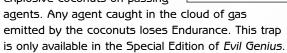
Nut-Buster Flash Bang

Cost: 17,000

Attacks: Endurance

Heat: —
Power: 1
Wear: 500

Function: The colorfully named trap is a palm tree that drops explosive coconuts on passing





Cost: 20,000 Attacks: Health

Heat: — Power: 1 Wear: 250

Function: It's really hard to argue with the

classics. This trap dunks an agent in a tank full of hungry, flesh-eating fish. Wackiness ensues. It's no tank of sharks with laser beams attached to their heads, but effective nonetheless.

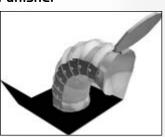
Pit Punisher

Cost: 12,000 Attacks: Health

Heat: 5 Power: 1 Wear: 300

Function: This trap opens a hole in the floor beneath an

agent, who is swallowed into the abyss. After a mauling, a mechanical arm tosses the agent back out, inflicting further damage.





Poison Gas Cage

Cost: 6,000 Attacks: Health

Heat: — Power: 1 Wear: 100

Function: The poison gas cage trap is installed in the ceiling of your lair.



When set off, the cage drops on its targets (if they haven't moved too quickly) and dishes out incredible damage with poison gas.

Prometheus's Revenge

Cost: 15,000 Attacks: Health

Heat: 1 Power: 3 Wear: 20

Function: This firetrap roasts agents alive. It's simple, but deliciously effective. When



triggered, the trap belches a massive burst of flame from the wall. Any agent surviving the sizzle likely tucks tail and runs. And if not, they have barely enough Health left to survive a few attacks from your minions.

Satan's Chimney

Cost: 12,000 Attacks: Health

Heat: 5 Power: 2 Wear: 300

Function: Satan's chimney is similar to the pit punisher trap,

swallowing agents into a pit. But instead of being tossed around by a robot arm, victims are roasted

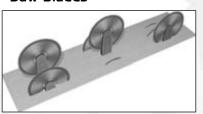
by fire when blasted back up into the lair.



Saw Blades

Cost: 12,000 Attacks: Health Heat: —

Power: 3 Wear: 300 Function: When



this trap is triggered, razor-sharp saw blades pop out of the floor and shred anybody unfortunate enough to be standing on them. Whatever part of their body hasn't been cut to ribbons can then be easily finished off by your lackeys.

Stupid Gas Cage

Cost: 15,000 Attacks: Smarts

Heat: — Power: 1 Wear: 100

Function: This Smartsdraining trap is installed in the ceiling. When



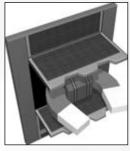
triggered, the cage crashes down on top of the offending agent and dumbs him down real good.

Sucker Trap

Cost: 15,000 Attacks: Health

Heat: 1 Power: 4 Wear: 200

Function: This trap employs a freakishly strong magnet that can exert pull on the tiny bits of iron in an agent's



into the wall or, if it's properly set up, yanked right into another trap.

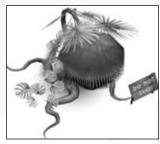
bloodstream. Agents caught in the pull are slammed

Venus Man Trap

Cost: 20,000 Attacks: Health

Heat: — Power: 1 Wear: 250

Function: This genetically altered Venus fly trap plant is big



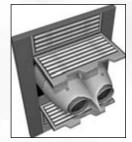
enough and mean enough to swallow any agent unfortunate enough to trigger its voracious appetites. Feed me Seymour, indeed.

Wind Machine

Cost: 10,000 Attacks: Health

Heat: 1 Power: 3 Wear: 200

Function: Installed in a wall, a triagered wind machine unleashes a howling blast of



wind that blows agents across rooms. And if you're clever about setting up sensors, you can blow them right into another trap system.

Sensor List

Naturally, these traps don't spring themselves. Enemy agents aren't exactly brain surgeons, but they're smart enough not to go traipsing across a field of razor-edged saw blades. There are four types of sensors you can link up with traps, devising a deliciously evil welcome mat for intruders.





Laser Beam

Cost: 2,000 Heat: — Power: 1

Wear: 75

Function: This optical trip wire operates with a higher degree of accuracy than the pressure pad, as enemy agents have a harder time spotting a laser beam.



Motion Tracker

Cost: 15,000

Heat: — Power: 2 Wear: 125

Function: When an enemy agent treads into the area surrounding a motion tracker, the trap flies into action. While not as stealthy as the laser beam—agents can sometimes spot the unit on a wall—it has much greater durability, should the sensor take damage from a trap.

Outdoor Motion Tracker

Cost: 15.000

Heat: — Power: 2 Wear: 125

Function: This is an outdoor version of the motion tracker. It functions as an early trigger for your first traps. However, since it is outside, you must be careful not to let too many agents or tourists spot it, grow wary, and report the resulting Heat back to their alliance.



Pressure Pad

Cost: 2,000

Heat: —
Power: —
Wear: 100

Function: The pressure pad is the most elementary



sensor, available as soon as you can start laying down traps. This is the easiest sensor to detect, though, so expect a higher failure rate than from the more advanced sensors.

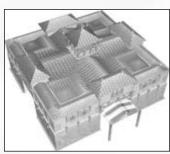
Buildings

There are a few buildings you can erect on your island, outside the boundaries of your evil lair. These buildings help you keep annoying tourists busy, as well as create an outer ring of defenses for when the Forces of Justice really step up their assault on your island.

Hotel Hub

Cost: 150,000

Function: This piece serves as the center of the hotel, which acts as a major distraction for tourists who choose to visit your island. To keep tourists out of your evil

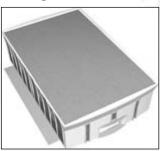


business, build a hotel and stock it with distracting attractions, such as clubs and casinos.

Hotel Wing

Cost: 100,000

Function: You can build onto your hotel hub with hotel wings, expanding the amount of real estate filled with tourist traps.



Topside Shack

Cost: 50,000

Function: Topside shacks can serve as mini-lairs on the outer rim of the island. Each topside shack can be filled with any type of room you can build



inside the lair, but you have a limited amount of room to do so.

Some rooms work better as topside shacks than others. For example, an armory on the beach where military minions can easily grab guns would be much more beneficial than a mess hall. Barracks are another good choice for topside shacks.

Hotel Rooms

Inside your hotel hub and hotel wing, you must build specific room types, just like you would inside your lair. There are only three room types, though, so planning is much easier than blueprinting out your base. Costs in this list are per square.

Hotel Casino

Cost: 300

Function: Build casinos inside your hotel to host roulette, craps, and baccarat tables. These attractions keep the guests feeling lucky—and busy.

Hotel Lobby

Cost: 200

Function: This grand entrance area is rife with opportunities to install distractions. Why not build a time-consuming check-in desk staffed with your smoothest social minions, or place a piano off to the side where musical guests can entertaining other tourists—and you don't have to lift a finger.

Hotel Lounge

Cost: 250

Function: Create social hubs inside your hotel, where guests can busy themselves with booze and dancing. Combine those two things into a distracting cocktail that keep tourists away while you continue your evil scheming.

Contractor Tips

There are four things to consider when building your highly personalized, intricate, and labyrinthine base:

- Maximize real estate use by leaving little wasted space.
- Build the rooms and buy the equipment you need, not want.
- Design with traps and surveillance networks in mind, as enemy agents constantly attempt infiltration.
- Leave room for your gains. You're going to acquire a lot of stuff.

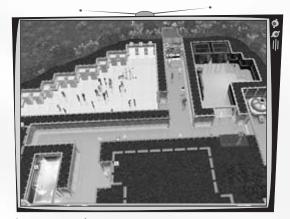


Maximize Available Space

Islands really are the ideal location for building supersecret lairs, as they require the rest of the world to put in a little extra legwork to pay a visit. But there is a drawback. You have a limited amount of space, leaving little room for expansion. When you start building, consider trying out different combinations of blueprints before issuing final work orders to your construction workers.

There are two different design philosophies when it comes to lair design. You can either lay out a basic set-up of square and rectangular rooms and push them all right up against each other, or you can get creative and start designing wild, uneven room shapes in an attempt to have the most unique lair among your Evil Genius peers.

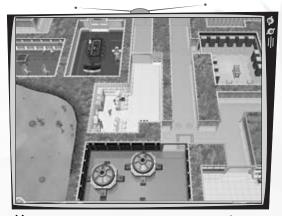
The problem with designing all your rooms in odd shapes is that you potentially waste the limited space inside the rock. The drawback to setting up just a collection of rectangular rooms is that the irregular borders of the island's rock are unused, and well, then your lair just ends up looking like some megacorporation's soul-sucking cubicle farm. (Wait, that would be evil...)



Consider combining these two design philosophies to really maximize the use of space on your island. Construct irregularly shaped rooms around the edges of the rock to squeeze out every last usable inch of space.



Then, lay out rectangular rooms in the center of the base. Pressing these rooms right up against each other really maximizes the use of space in the middle of the island.



You must lay out miles of corridor to link all of your rooms. Consider making any corridor that leads away from your main passages only two squares wide. Minions are pretty adept on walking and running; narrower corridors do not create bottlenecks.

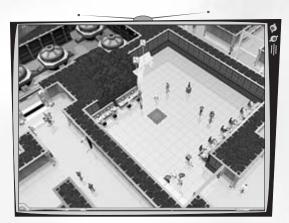


Don't forget to build a small strong room in your lair as soon as you can afford it. To prevent thieves from making off with your gold, automatically transfer the cash to your inner strong room by clicking on the outside depository and destroying it.

Once you build a new strong room, move your Briefcase Rack into it. Then, destroy the outdoor store room to automatically move your cash inside the lair.

Room and Object Choice

Every room in the game serves a purpose, but depending on your style of play, you get far more use out of certain rooms than others at specific points in the game. You need to make sure that you have the correct rooms to fulfill necessary base functions—as well as enough room to build additional rooms should the need arise.



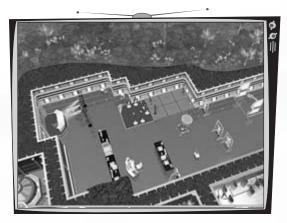
When you begin the game, you are required to build a control room and install a control panel and control room memory bank to satisfy the first objective. As

the game progresses, you need more and more control panels to breach each territory's security.

However, you really don't have the spare funds at the beginning to build a massive control room and stock it with a dozen or more control panels. So, when you build your control room in the beginning, be sure to leave plenty of room around the control room to expand as you have the funds to add more control panels.

PRIMA OFFICIAL GAME GUIDE



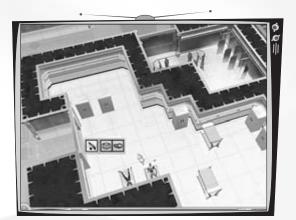


Training rooms are incredibly important—especially later in the game when enemy agents become much more efficient at killing your minions. Because every minion begins his employ as a construction worker, you need plenty of training rooms stocked with the right training objects to keep the educational system going smoothly.

Before military, science, and social minions can move into advanced careers, they must be trained initially as guards, technicians, and valets. Make sure you have enough space in these rooms to host plenty of the necessary training tools: school desks, bayonet dummy punching bags, and laboratory workshops. Then, depending on what advanced minions you want, you can buy and place the necessary training equipment.



Because training equipment takes up so much space, you may want to either build a large training room (or several smaller rooms) and separate the minion classes—train up all science minions in one room, all military in another, and so on.



Because the number of lockers in the barracks has a direct effect on the number of minions you can have at your base, make sure you leave plenty of space in each barracks to place lockers. You need bunk beds to keep up your minions' Endurance too. Barracks are cheap to build and bunk beds and lockers are cheap compared to some later equipment).

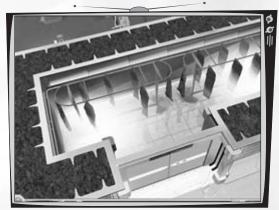
Don't scrimp on providing space for your hired hands.



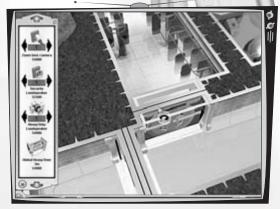
The armory is another room that grows in importance as the game goes on. When you first begin, you just need a small armory with a single security holding cell and an interrogation chair.

However, as you draw more Heat, more agents swarm your islands. Armories are the only place you can keep the gun racks that supply military

minions and construction workers with firepower when the base is in a high state of alert. Make sure you leave some extra space—or room to expand—in your armory for storing guns later in the game.

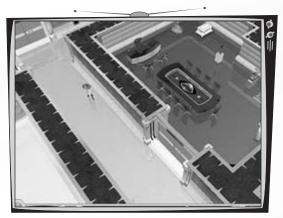


Freezers can be kept relatively small, because their only use is to store body bags on simple freezer racks.

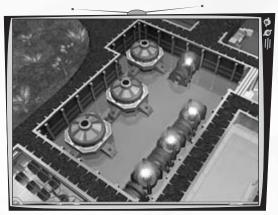


If you want to place security doors at the entrance of your rooms, create at least one small stretch of corridor that's one square deep and two squares wide. Doors take up two squares worth of space, so any entrance corridor wider than that cannot host a door of any kind.





A small stretch of corridor for a security door is extremely important when building an inner sanctum. You do not want to make it easy for enemy agents to infiltrate your Evil Genius's hiding place and make an attempt on his or her life.



Generators take up a lot of space in your power plants. Be sure you leave plenty of space in these rooms, or room on the island to build more power plant rooms, to buy and install more generators. As you start installing bigger, more high-tech pieces of equipment, you need more electricity. Without enough juice, your lair suffers blackouts.



Always install fire extinguisher lockers in the corridors. Should a saboteur infiltrate your base, they may set a fire to damage your items. If you have a nearby fire extinguisher locker, valets will immediately grab their gear and put out the flames before too much damage is done.



Security Door Tips

Later in the game, you can buy and install different types of security doors in your lair. You can set the security levels by double-clicking on the door and choosing one of four security settings:

Level 1: Anybody can pass through this door.

Level 2: All minions can pass through this door.

Level 3: Only the Evil genius can pass through this door.

Level 4: Only the Evil Genius can pass through this door, and minions and henchmen stand guard while the Evil Genius is inside.

Skilled enemy agents can sometimes bypass security doors, depending on how high the level is. If an agent successfully breaches a security door, the security feature of the door remains broken until a technician can get out and repair it.

You would be very wise to blow any extra money on upgrading the doors at the entrances to your sensitive areas, such as the armory, inner sanctum, and control room.



You can effectively put your entire lair under lockdown by installing a security door at the entrance and setting it to Level 4. When skilled forces, such as Soldiers, land on the island, you can keep them at bay while you ready your men for assault.

There are drawbacks, though. Anybody caught outside will be stuck and forced to fend for themselves. And should you have minions out stealing cash, they will be unable to deliver it to your strong room.







One Genius to Rule Them All

You may have absolute power over your island lair, but that's hardly enough real estate to satiate your hunger for domination. No, you have no satisfaction until the entire planet is on bended knee, pleading for mercy. And while a great deal of damage can be done from your lair, you need to stretch your organization's tentacles across the globe to really put the squeeze on the Forces of Justice.

World Domination Screen

From your Evil Console, you can navigate to the World Domination screen and cast your wicked peepers across the global landscape. From this screen, you can access the entire planet, sending out minions to do your dirty work in different territories. The resulting havoc from these infernal activities goes a long way toward quenching your desire for global domination.

The World Domination screen is your springboard into a number of activities. You can position your minions in different territories, where they can plot, steal, or hide depending on your commands. In fact, to earn money and gather intelligence, you must send your lackeys to all four corners of the world.

You can also monitor from this screen an Evil Genius's most coveted commodity: Notoriety. The more Notoriety you gain by doing dastardly deeds, the closer the world is to surrendering power to you on a permanent basis. Heat is also monitored from this screen. Heat usually comes as



a direct result of Notoriety, but its effects are a lot less desirable. The more Heat you draw, the more attention you receive from the Forces of Justice's troops.

The Alliances

While differing ideologies and cultures may keep the world from truly sharing a Coke and a smile, the presence of a wicked mastermind like you has prompted all regions to assemble in temporary alliances. These alliances charge themselves with keeping evil in check by coordinating attacks and missions.



WORLD DOMINATION



There are five alliances, each comprising multiple territories. All territories denoted on the map belong to one of the alliances. In fact, the only rogue state right now is yours.

Alliances		
Alliance Name	Color	Member Regions
P.A.T.R.I.O.T.	Blue	West Coast, Midwest, East Coast, Pacific Allies
H.A.M.M.E.R.	Red	Eastern Bloc, Central Russia, Siberia, Cuba
S.A.B.R.E.	Green	Europe, South Africa, the Indian Subcontinent, Australasia
A.N.V.I.L.	Orange	Polynesia, Southeast Asia, Central Asia, North China
S.M.A.S.H.	Yellow	South America, North Africa, Middle East, Antarctica



Many Acts of Infamy are designed to pit the alliances against each other. During these Cold War times, there are some tenuous ties that can easily be strained by your treachery.

Each alliance has its own army of troops and agents who descend on your island or act against your minions as they try to disrupt peace in the world through various Acts of Infamy.





The most powerful alliances are P.A.T.R.I.O.T. and H.A.M.M.E.R. Angering these alliances later in the game is like shaking a hornet's nest-especially when soldiers are in play.

Notoriety

As mentioned, there is no treasure greater to an Evil Genius than Notoriety. Above gold, it is the true measure of success for a criminal mastermind. The more people know your name—and fear it—the better. Your goal in this game is to achieve 100 percent Notoriety, where everybody from shopkeepers in Shanghai to goat herders in the Scottish Highlands regard your name with a potent mix of fearful respect and angered awe.

You earn Notoriety by committing evil deeds, known as Acts of Infamy. Earning Notoriety serves your cause in several ways:

- \bowtie It allows you the latitude to recruit more minions.
- It brings lethal, powerful henchman out of hiding to join your empire.
- It unlocks even more audacious Acts of Infamy that result in even greater amounts of Notoriety.
- It gives you increased respect among the world's criminal enterprises.
- \boxtimes And, finally, it leads eventually to world domination.



You monitor the amount of Notoriety you have earned on a Notoriety bar on the World Domination screen. The higher your rating, the more the bar moves to the right. When the green mark hits the right side of the bar, you're officially the most evil Evil Genius in the world.

WOALD DOMINATION



Notoriety is a liquid commodity. It can come easy, and go even easier. The alliance's agents can perform actions on your island that drain your Notoriety, such as successful raids on your lair. Turn to Chapter 6 to study which enemy agents, such as a burglars and thieves, have the tools to strip you of your hard-earned Notoriety.

Heat

When you head into the world to commit Acts of Infamy and other crimes, you draw Heat. This is undesirable baggage for an Evil Genius, but it's all part of the game for world domination. Unlike Notoriety, which is dished out on a global scale, Heat is a local measurement. Every alliance territory has a different Heat rating.

There are a number of ways to earn Heat while trying to take over the world:

X Acts of Infamy

Stealing Cash

Plotting

The more fantastic and daring the Act of Infamy, the greater the amount of Heat you generate in that region. And the more minions you have assigned to a territory to drain money, the more Heat you receive. It's really a trade-off as to what you value more in this equation. The influx of cash is great, but you might have to spend more of it on the security measures required to keep the additional agents assigned to your island at bay.

Remember that the easiest measurement of Heat comes in unwanted visits to your lair from an alliance's agents. If you detect that you've generated far too much Heat with a particular alliance, lay low and wait for the attention to subside. Consider not stealing, plotting, or committing any Acts of Infamy in that region for a little bit. Order your minions to hide, or even pull them out of that region to send them to another territory entirely.



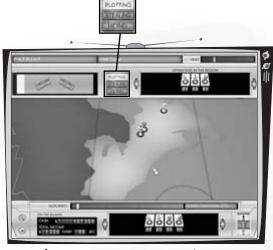
You can monitor the amount of Heat in a particular region by looking at the Heat meter.



Minion Activity

Now that you understand what you're up against in the world, it's time to show the leaders of the alliances that you're not an Evil Genius to be trifled with. You will not sit idle on your island, tinkering with evil plots you have no intention of carrying out. You have the will—and the means—to spread your menace across the globe.

Not that you spread said menace personally. That's a job for your minions. Any type of minion can be sent into the field, from construction workers to henchmen. In fact, some minion types are better at specific tasks than others, so in addition to balancing the careers of lackeys at home, you need to consider what kinds of minions to train for fieldwork.



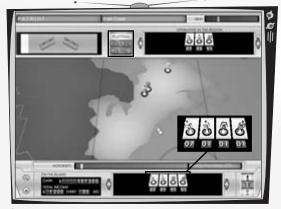
A minion can perform three kinds of non-Act of Infamy work in a region: plotting, stealing, and hiding.



While henchmen can certainly increase the chances for success in the field, you must consider the risk of leaving your lair with lower defenses or temporarily losing such a powerful asset in action.

Travel Arrangements

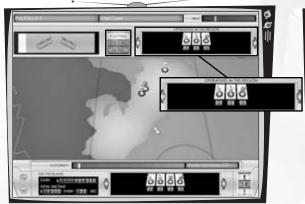
When you want to send minions into the world, bring up the World Domination screen. From that screen, click on the territory you wish to infiltrate with your minions.



At the bottom of the screen, figures represent the number of available minions at your lair.



WORLD DOMINATION



At the top of the screen, you can view the number of minions you currently have stationed in that region, as well as how many you have heading to or leaving the area.



To send minions to a region or back to your lair, left-click on the type of minion you wish to put in the field. Depending on how many you send, a negative number appears beneath that minion type.



Travel is not instantaneous. Unfortunately, your scientists have yet to create a teleporter, so you have to make do with helicopters.

When you send a minion into the world, he takes time to pack first, and then enjoys a potentially lengthy helicopter ride.



You can save travel time by rotating minions in the field. If you want to send minions to a new region, and already have minions on the world map, remove them from the region you wish to exit. Then, before the helicopter can take them off the map screen, quickly click on the territory you wish them to travel to. Designate which minions you want in that region—noted by the positive numbers beneath the minion counts at the bottom of the screen—and the helicopter drops them off instead of making a round trip back to the base.



Plotting

Some Acts of Infamy must be uncovered before they can be carried out. To discover dangerous missions that may result in a boost of Notoriety (and Heat), set the minions in this region to plot. If there are crimes to be committed, your minions may uncover them. However, there are a handful of objective-specific and henchman-recruiting Acts of Infamy that require specific Notoriety levels to uncover them.



Any minion can plot, but science minions are the best at discovering new Acts of Infamy. So, when you need to juice your Notoriety and you've already completed every Act of Infamy within your power, send out a party of technicians and scientists to reveal new, nefarious crimes.

Stealing

Running an evil empire isn't cheap. Building new rooms, purchasing new objects and equipment, and researching spectacular technology can put a serious dent in your finances. The quickest way to earn cash is to send minions into the field to steal.

Regions have varying amounts of financial resources for you to steal. Some territories are poor, such as Siberia. Other regions are filthy rich, such as the oildrenched Middle East. The more minions you send into that region to steal, the more booty they send back to your lair.



Cash influxes happen every 80 seconds. You can monitor how much lucre is headed your way by watching the small box in the lower left corner of the World Domination screen. Send out more minions to earn more cash, but beware of the additional Heat your lackeys draw.



WORLD DOMINATION



Military minions are more accomplished thieves than other minion types. To maximize your stealing power, send in guards or mercenaries rather than basic construction workers.



When you begin the game, you do not have a full listing of each region's earning potential. You must build and man control panels in your lair's control room to gather this intelligence.

When you are zoomed in on a particular region, a meter in the upper left corner tells you how many control panels must be fully functional to unlock that area's secrets, such as its financial potential.



Hiding

There are two reasons to direct your minions to hide when in the field. Either the Heat in that region is too high for your comfort, or an Agent of Justice has located them. Agents of Justice are lethal combat specialists who can quickly dismantle one of your field teams. Whenever you spot an Agent of Justice acting against your minions, instruct them to hide or just pull them out.





Acts of Infamy

As discussed, Acts of Infamy are the best, most direct way for you to raise your Notoriety in the global community. When these crimes have been uncovered, you are presented with an excellent opportunity to spread the word of your arrival on the global crime scene.

While many Acts of Infamy result in only a boost of Notoriety, other missions have added benefits. Some Acts of Infamy are daring thefts that add impressive pieces of art or important technology to your growing collection. Others result in the kidnapping of important professionals who can be interrogated to help train your minions for new careers. Henchmen offer their services in Acts of Infamy too.



On the World Domination screen, Acts of Infamy appear as glowing white points on the map. Tiny flags represent successfully completed Acts of Infamy.



WORLD DOMINATION



When you zoom into a region, icons represent the specific Acts of Infamy available.



Left-click on an icon to read a briefing on the Act of Infamy. The text describes in detail what the Act entails, what kinds of minions are required to complete the Act, and the potential results of a successful attempt.

When you are ready to attempt the Act of Infamy, click on the green "Go" button. If you see that you are losing a lot of minions and success is unlikely, click on the red "Abort" button to abandon the mission. This is a good strategy when the tide turns against you. It's better to turn tail with some minions than to lose every man you sent in. Most Acts of Infamy can be attempted multiple times, so if you lose the day, don't sweat it. Recruit some more minions, train them, and make another run at it.



Having as many control panels up and running as possible also reveals secrets about Acts of Infamy. If you have enough intelligence-gathering technology in your control room to breach a region's secrecy, you can see just how risky an Act of Infamy is, as well as how long it will take to complete the mission. You can also review and evaluate the amount of Notoriety to be gained by a successful Act, versus how much Heat you receive.

A list of every Act of Infamy is included in Chapter 9, including how much Notoriety and Heat is generated, as well as how long it takes to complete the Act.





The Good Guys

If there's one thing that makes the world come together, it's rallying against the dangerous whims and plots of a certified madman. The emergence of an Evil Genius with designs on enslaving the planet has certainly brought together the nations of the world, forming a brotherhood of alliances with a single mission: Thwart evil.

Each alliance trots out its finest agents to infiltrate and dismantle your organization, including their topsecret super-agents, who possess skills matching those of your henchmen. To defeat your enemies, you must understand them. Study the encroachers who make attempts on your volcanic island lair. With a little knowledge and home turf advantage, you can keep these do-gooders at bay while finalizing your plans for global domination.

Some alliances possess better resources than others and can send out better agents, so be careful about who you rile. You never know which Act of Infamy will open the proverbial can of worms, causing a maelstrom of enemy agents to descend on your island.

Each alliance has the same types of agents to send to your island, from burglars to soldiers, but their differing levels of training result in different personal stats. Later in this chapter, a table details the stats of each alliance's forces—use that intelligence to determine a course of action when one of them dares to desecrate your island hideout with an unwanted presence.



The Heat Is On

The greater the Heat that gathers in an alliance's region, the greater the chances of that alliance sending out agents to investigate your island and either gather evidence against you or try to disrupt your operations. Your goal as an Evil Genius is to keep Heat at an absolute minimum. The cooler your status, the less trouble you have defending your lair from attacks.





At the beginning of the game, you only have to worry about uninvited visits from tourists and basic agents, like investigators. As you raise the stakes in your quest to crush the planet, the alliances start sending out stronger agents. When these powerful agents are in play, you must do everything in your power to suppress Heat.

Agents of Justice

There are seven classes of enemy agents, not including each alliance's superstar secret agent. Carefully inspect all the information on these enemy agents, because you need to spring into action when you detect them.

Enemy Types

Each agent type has a specific purpose and unvarying course of action, no matter what alliance they hail from. For example, when a thief arrives on your island, you know you need to keep watch on your gold and ill-gotten acquisitions.

What do change from region to region are the stats of each agent. We have included tables detailing everything about each alliance's forces, from their Health levels to their Endurance.

Each enemy agent is at one of four levels: pathetic, poor, good, and exceptional. When your island starts getting crowded with exceptional agents, you know it's time to sound the alarm and clear them out of the lair, no matter the cost in minions. Once that's done, you're advised to lay low for a little while to let the Heat spikes in the world subside.

Agents & Investigators

These snoops are the first enemy agents you encounter. The alliances are aware that an evil force is gathering somewhere in the world, so they have sent out their agents and investigators to gather evidence of any wrongdoing and suspicious goings-on.

Agents and investigators are looking for telltale signs of a bad, bad man. They keep their eyes open for things like body bags, security cameras, and traps. They also have a keen eye for violence, and record any bloodshed they see at your base.

Collecting this evidence raises the level of Heat the agent or investigator has gathered. Once the agent feels he has enough dirt on you to raise the alert back at alliance HQ, he attempts to leave the island. It's up to you to put those peepers in the dirt, so act quickly if you spot an investigator trying to slink out the door.





Age	ents & In	vestigato	rs		
Agent Type	Health	Loyalty	Smarts	Attention	Endurance
Pathetic P.A.T.R.I.O.T. Investigator	50	50	60	50	40
Poor P.A.T.R.I.O.T. Investigator	55	55	65	55	45
Good P.A.T.R.I.O.T. Investigator	60	55	70	55	50
Exceptional P.A.T.R.I.O.T. Investigator	65	60	75	60	55
Pathetic H.A.M.M.E.R. Investigator	50	50	60	50	60
Poor H.A.M.M.E.R. Investigator	55	55	65	55	65
Good H.A.M.M.E.R. Investigator	60	55	70	55	70
Exceptional H.A.M.M.E.R. Investigator	65	60	75	60	75
Pathetic S.A.B.R.E. Investigator	40	45	50	45	40
Poor S.A.B.R.E. Investigator	45	50	55	50	45
Good S.A.B.R.E. Investigator	50	50	60	50	50
Exceptional S.A.B.R.E. Investigator	5	55	65	55	55
Pathetic A.N.V.I.L. Investigator	40	40	40	40	30
Poor A.N.V.I.L. Investigator	45	45	45	45	35
Good A.N.V.I.L. Investigator	50	45	50	45	40
Exceptional A.N.V.I.L. Investigator	55	750	55	50	45
Pathetic S.M.A.S.H. Investigator	30	40	40	40	30
Poor S.M.A.S.H. Investigator	35	35	35	35	35
Good S.M.A.S.H. Investigator	40	45	45	45	40
Exceptional S.M.A.S.H. Investigator	45	45	50	50	45
Pathetic P.A.T.R.I.O.T. Agent	50	50	60	50	40
Poor P.A.T.R.I.O.T. Agent	55	55	65	55	45
Good P.A.T.R.I.O.T. Agent	60	55	70	55	50
Exceptional P.A.T.R.I.O.T. Agent	65	60	75	60	55
Pathetic H.A.M.M.E.R. Agent	50	50	60	50	60
Poor H.A.M.M.E.R. Agent	55	55	65	55	65



Agen	Agents & Investigators (cont'd)							
Agent Type	Health	Loyalty	Smarts	Attention	Endurance			
Good H.A.M.M.E.R. Agent	60	55	70	55	70			
Exceptional H.A.M.M.E.R. Agent	65	60	75	60	75			
Pathetic S.A.B.R.E. Agent	40	45	50	45	40			
Poor S.A.B.R.E. Agent	45	50	55	50	45			
Good S.A.B.R.E. Agent	50	50	60	50	50			
Exceptional S.A.B.R.E. Agent	55	55	65	55	55			
Pathetic A.N.V.I.L. Agent	40	40	40	40	30			
Poor A.N.V.I.L. Agent	45	45	45	45	35			
Good A.N.V.I.L. Agent	50	45	50	45	40			
Exceptional A.N.V.I.L. Agent	55	50	55	50	45			
Pathetic S.M.A.S.H. Agent	30	40	40	40	30			
Poor S.M.A.S.H. Agent	35	45	45	45	35			
Good S.M.A.S.H. Agent	40	45	50	45	40			
Exceptional S.M.A.S.H. Agent	45	50	55	50	45			

Burglars & Thieves

The alliances do not take kindly to your pilfering of precious objects and scientific resources, so they fight fire with fire. They dispatch burglars and thieves to your island lair to steal back loot, such as works of art. And should you have nothing of theirs to steal back, these scalawags make off with your gold.

Should one of these sticky-fingered agents be successful in ripping you off, your Notoriety takes a hit. (Apparently, it's bad form to allow such thievery to take place at one's own lair.) Conversely, though, the more valuable the loot you steal from the alliances, the more highly skilled the agents sent to retrieve it.

Burglars and thieves are adept at outsmarting your traps and bypassing secure doors. You cannot count on base defenses alone to do the job, so you're better off just resorting to violence when you spot a burglar attempting to rob you blind.



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	Burglars &	k Thieves			
Agent Type	Health	Loyalty	Smarts	Attention	Endurance
Pathetic P.A.T.R.I.O.T. Burglar	50	40	70	60	40
Poor P.A.T.R.I.O.T. Burglar	55	45	75	65	45
Good P.A.T.R.I.O.T. Burglar	60	45	80	65	45
Exceptional P.A.T.R.I.O.T. Burglar	65	50	85	70	55
Pathetic H.A.M.M.E.R. Burglar	50	40	70	60	60
Poor H.A.M.M.E.R. Burglar	55	45	75	65	65
Good H.A.M.M.E.R. Burglar	60	45	80	65	70
Exceptional H.A.M.M.E.R. Burglar	65	50	85	70	75
Pathetic S.A.B.R.E. Burglar	40	35	60	55	40
Poor S.A.B.R.E. Burglar	45	40	65	60	45
Good S.A.B.R.E. Burglar	50	40	70	60	50
Exceptional S.A.B.R.E. Burglar	55	45	75	65	55
Pathetic A.N.V.I.L. Burglar	40	30	50	50	30
Poor A.N.V.I.L. Burglar	45	35	55	55	35
Good A.N.V.I.L. Burglar	50	35	60	55	40
Exceptional A.N.V.I.L. Burglar	55	40	65	60	45
Pathetic S.M.A.S.H. Burglar	30	30	50	50	30
Poor S.M.A.S.H. Burglar	35	35	55	55	35
Good S.M.A.S.H. Burglar	40	35	60	55	40
Exceptional S.M.A.S.H. Burglar	45	40	65	60	45
Pathetic P.A.T.R.I.O.T. Thief	50	40	70	60	40
Poor P.A.T.R.I.O.T. Thief	55	45	75	65	45
Good P.A.T.R.I.O.T. Thief	60	45	80	65	45
Exceptional P.A.T.R.I.O.T. Thief	65	50	85	70	55
Pathetic H.A.M.M.E.R. Thief	50	40	70	60	60
Poor H.A.M.M.E.R. Thief	55	45	75	65	65



Burglars & Thieves (cont'd)							
Agent Type	Health	Loyalty	Smarts	Attention	Endurance		
Good H.A.M.M.E.R. Thief	60	45	80	65	70		
Exceptional H.A.M.M.E.R. Thief	65	50	85	70	75		
Pathetic S.A.B.R.E. Thief	40	35	60	55	40		
Poor S.A.B.R.E. Thief	45	40	65	60	45		
Good S.A.B.R.E. Thief	50	40	70	60	50		
Exceptional S.A.B.R.E. Thief	55	45	75	65	55		
Pathetic A.N.V.I.L. Thief	40	30	50	50	30		
Poor A.N.V.I.L. Thief	45	35	55	55	35		
Good A.N.V.I.L. Thief	50	35	60	55	40		
Exceptional A.N.V.I.L. Thief	55	40	65	60	45		
Pathetic S.M.A.S.H. Thief	30	30	50	50	30		
Poor S.M.A.S.H. Thief	35	35	55	55	35		
Good S.M.A.S.H. Thief	40	35	60	55	40		
Exceptional S.M.A.S.H. Thief	45	40	65	60	45		

Saboteurs & Infiltrators

If you cannot be stopped by direct means, then the alliances attempt to destroy you from within. Saboteurs and infiltrators are specialized agents on a mission to disable or ruin objects in your underground lair. Most common targets are objects that pose a threat to the alliances, as well as traps that have been particularly effective at stopping previous waves of agents.

As you begin developing technology that poses greater threats to the world order, the alliances start sending in more skilled saboteurs and infiltrators. The best way to deal with discovered saboteurs is to sound the alarm and allow your military minions to cut them down before they complete their destructive objectives.





Sal	ooteurs &	Infiltrato	ors		
Agent Type	Health	Loyalty	Smarts	Attention	Endurance
Pathetic P.A.T.R.I.O.T. Infiltrator	55	70	40	70	40
Poor P.A.T.R.I.O.T. Infiltrator	60	75	45	75	45
Good P.A.T.R.I.O.T. Infiltrator	65	75	50	75	50
Exceptional P.A.T.R.I.O.T. Infiltrator	70	80	55	80	55
Pathetic H.A.M.M.E.R. Infiltrator	55	70	40	70	60
Poor H.A.M.M.E.R. Infiltrator	60	75	45	75	65
Good H.A.M.M.E.R. Infiltrator	65	75	50	75	70
Exceptional H.A.M.M.E.R. Infiltrator	70	80	55	80	75
Pathetic S.A.B.R.E. Infiltrator	45	65	90	65	40
Poor S.A.B.R.E. Infiltrator	50	70	35	70	45
Good S.A.B.R.E. Infiltrator	55	70	40	70	50
Exceptional S.A.B.R.E. Infiltrator	60	75	45	75	55
Pathetic A.N.V.I.L. Infiltrator	50	60	20	60	30
Poor A.N.V.I.L. Infiltrator	55	65	25	65	35
Good A.N.V.I.L. Infiltrator	60	65	30	65	40
Exceptional A.N.V.I.L. Infiltrator	65	70	35	70	45
Pathetic S.M.A.S.H. Infiltrator	40	60	20	60	60
Poor S.M.A.S.H. Infiltrator	45	65	25	65	35
Good S.M.A.S.H. Infiltrator	50	65	30	65	40
Exceptional S.M.A.S.H. Infiltrator	55	70	35	70	45
Pathetic P.A.T.R.I.O.T. Saboteur	55	70	40	70	40
Poor P.A.T.R.I.O.T. Saboteur	60	75	45	75	45
Good P.A.T.R.I.O.T. Saboteur	65	75	50	75	50
Exceptional P.A.T.R.I.O.T. Saboteur	70	80	55	80	55
Pathetic H.A.M.M.E.R. Saboteur	55	70	40	70	60
Poor H.A.M.M.E.R. Saboteur	60	75	45	75	65



Saboteurs & Infiltrators (cont'd)							
Agent Type	Health	Loyalty	Smarts	Attention	Endurance		
Good H.A.M.M.E.R. Saboteur	65	75	50	75	70		
Exceptional H.A.M.M.E.R. Saboteur	70	80	55	80	75		
Pathetic S.A.B.R.E. Saboteur	45	65	30	65	40		
Poor S.A.B.R.E. Saboteur	50	70	35	70	45		
Good S.A.B.R.E. Saboteur	55	70	40	70	50		
Exceptional S.A.B.R.E. Saboteur	60	75	45	75	55		
Pathetic A.N.V.I.L. Saboteur	50	60	20	60	30		
Poor A.N.V.I.L. Saboteur	55	65	25	65	35		
Good A.N.V.I.L. Saboteur	60	65	30	65	40		
Exceptional A.N.V.I.L. Saboteur	65	70	35	70	45		
Pathetic S.M.A.S.H. Saboteur	40	60	20	60	30		
Poor S.M.A.S.H. Saboteur	45	65	25	65	35		
Good S.M.A.S.H. Saboteur	50	65	30	65	40		
Exceptional S.M.A.S.H. Saboteur	55	70	35	70	45		

Soldiers & Veterans

Soldiers and veterans firmly believe in safety in numbers, which is why they attack your lair in groups. It is very rare to see a single soldier wading ashore; they work as close-knit, well-organized groups capable of delivering devastating damage to your lair.

The effectiveness and lethality of soldiers is directly related to their Heat level. The more bad stuff they see going on in your lair, the angrier they become. Once they reach their boiling point, duck. They commence an explosive assault, blasting your belongings and slaying your minions without blinking.

Platoons consist of between one and eight soldiers. The higher your Heat within a particular alliance, the higher the skills of the soldiers that they dispatch to your island. As soon as you spot soldiers, you have one course of action—set the lair to the highest level of alert and hope you have enough military minions to turn them back.





	Soldiers &	Veterans	5		
Agent Type	Health	Loyalty	Smarts	Attention	Endurance
Pathetic P.A.T.R.I.O.T. Soldier	80	70	60	70	60
Poor P.A.T.R.I.O.T. Soldier	85	75	65	75	65
Good P.A.T.R.I.O.T. Soldier	90	75	70	75	50
Exceptional P.A.T.R.I.O.T. Soldier	95	80	75	80	75
Pathetic H.A.M.M.E.R. Soldier	80	70	60	70	80
Poor H.A.M.M.E.R. Soldier	85	75	65	75	85
Good H.A.M.M.E.R. Soldier	90	75	70	75	90
Exceptional H.A.M.M.E.R. Soldier	95	80	75	80	95
Pathetic S.A.B.R.E. Soldier	60	65	50	65	60
Poor S.A.B.R.E. Soldier	65	70	55	70	65
Good S.A.B.R.E. Soldier	70	70	60	70	70
Exceptional S.A.B.R.E. Soldier	75	75	65	75	75
Pathetic A.N.V.I.L. Soldier	60	60	40	60	50
Poor A.N.V.I.L. Soldier	65	65	45	65	55
Good A.N.V.I.L. Soldier	70	65	50	65	60
Exceptional A.N.V.I.L. Soldier	75	70	55	70	65
Pathetic S.M.A.S.H. Soldier	55	60	40	60	50
Poor S.M.A.S.H. Soldier	60	65	45	65	55
Good S.M.A.S.H. Soldier	65	65	50	65	60
Exceptional S.M.A.S.H. Soldier	70	70	55	70	65
Pathetic P.A.T.R.I.O.T. Veteran	80	70	60	70	60
Poor P.A.T.R.I.O.T. Veteran	85	75	65	75	65
Good P.A.T.R.I.O.T. Veteran	90	75	70	75	50
Exceptional P.A.T.R.I.O.T. Veteran	95	80	75	80	75
Pathetic H.A.M.M.E.R. Veteran	80	70	60	70	80
Poor H.A.M.M.E.R. Veteran	85	75	65	75	85

Soldiers & Veterans (cont'd)							
Agent Type	Health	Loyalty	Smarts	Attention	Endurance		
Good H.A.M.M.E.R. Veteran	90	75	70	75	90		
Exceptional H.A.M.M.E.R. Veteran	95	80	75	80	95		
Pathetic S.A.B.R.E. Veteran	60	65	50	65	60		
Poor S.A.B.R.E. Veteran	65	70	55	70	65		
Good S.A.B.R.E. Veteran	70	70	60	70	70		
Exceptional S.A.B.R.E. Veteran	75	75	65	75	75		
Pathetic A.N.V.I.L. Veteran	60	60	40	60	50		
Poor A.N.V.I.L. Veteran	65	65	45	65	55		
Good A.N.V.I.L. Veteran	70	65	50	65	60		
Exceptional A.N.V.I.L. Veteran	75	70	55	70	65		
Pathetic S.M.A.S.H. Veteran	55	60	40	60	50		
Poor S.M.A.S.H. Veteran	60	65	45	65	55		
Good S.M.A.S.H. Veteran	65	65	50	65	60		
Exceptional S.M.A.S.H. Veteran	70	70	55	70	65		



P.A.T.R.I.O.T. soldiers are incredibly powerful forces, but keep an eye out for an invasion from H.A.M.M.E.R. soldiers. Not only do these trained killers possess an incredible constitution, but their Endurance makes them unforgiving foes. When you see H.A.M.M.E.R. soldiers land, unleash whatever military minions you have to eliminate them before they get inside the base.



TOURISTS

Since you did pick an island paradise to host your lair, you better get used to the idea of tourists wandering the island in search of fun and frolic. Remember, each tourist is a visitor from a particular region of the world, meaning he or she is attached to an alliance.

As mentioned in the building section of Chapter 4, the best way to keep tourists in check is to build diversions. Erect a hotel and stock it with as many distractions as you can afford. Tourists without something to do have a nasty tendency to start poking their noses around the island, and that's when trouble starts.

Tourists can start picking up Heat like investigators, so make sure they don't see anything they're not supposed to. Should tourists witness an act of violence or spot a body bag, they panic. While panicking, they run around the island (or worse, inside your lair). Once they manage to gather their wits, they try to leave the island. Should they manage to escape, they can take word of their vacation disaster back to the authorities in their region. And that means unwanted Heat for you.

Should a tourist start freaking out over a dead body or seeing one of your henchman perform an evil deed, you have two choices. You can either dispatch social minions with psychological attacks in hopes the tourist will forget everything, or you can kill the tourist outright. The problem with that final solution? Another tourist may witness the execution and starting freaking out too. And thus begins a vicious cycle.

Super Agents

In addition to swarms of agents like saboteurs and burglars, each alliance has a secret weapon—a super agent. These almost mythic heroes are the ultimate thorn in an Evil Genius's side, as they are the equivalent of a henchman for the Forces of Justice. Once an alliance unleashes a super agent on your organization, it takes a lot of resources to stop him, and there's a good chance you lose considerable manpower in doing so.

You don't have to defeat each alliance's super agent to win the game, but doing so certainly boosts your Notoriety in the world and makes things easier. When you have the opportunity to challenge a super agent, consider the pros and cons of engaging such a hero. While it would be nice to be known as the Evil Genius who eats super agents for breakfast, is it worth the potential losses to attempt such an act of evil?



Fortunately, being an Evil Genius, you do have the resources to undermine a super agent's efforts. You can send forth your operatives to discover three of the super agent's weaknesses. If you can learn and exploit these Achilles' heels, you have a much better chance of defeating an alliance's super agent. Two of the super agents can only be defeated in ways that require you to lure them into a specific part of your lair.

So, before you decide to get medieval on these super agents, read up on their strengths and special moves. If you don't think you have the power (or the chutzpah) to do the job right, you may be better letting these big fish go for now.

We have also included each super agent's weakness, so if you decide to take one on, you have advance warning of what must be done to level the playing field.

Dirk Masters: P.A.T.R.I.O.T. Super Agent

Health: 100 Loyalty: 100 Smarts: 70

Attention: 100 Endurance: 100 Dirk Masters is the great American hero always being called back for "one last job." The former Special Forces agent turned super spy is a tough-talking battering ram of a man, as quick with the trigger as he is with a one-liner.

Masters' last official job for P.A.T.R.I.O.T. was stopping a madman bent on turning the

Great Pyramids of Egypt into an array of nuclear missiles. But the opportunity to take down the greatest Evil Genius the world has ever known is just too tempting to pass up.

Masters attacks your lair like a soldier and also attempts to break things like a saboteur. Watch out for this behavior.

Special Attack: Suppression Fire. Masters's massive pythons allow him to pack dual M60 machine guns.

Weakness: An Act of Infamy sends your men to the gym where Masters works out. Successfully completing the mission reveals that Masters is addicted to illegal steroids. Perhaps subjecting him to your biojuice will cause a bad reaction?





PRIMA OFFICIAL GAME GUIDE

Jet Chan: A.N.V.I.L. Super Agent

Health: 90 Loyalty: 70

Smarts: 90 Attention: 90

Endurance: 90

Jet Chan is the world's greatest martial artist. If he were to put his hands in his pockets, he could be arrested for concealing a deadly weapon.

Chan's greatest victory was against the Mandarin madman, Xing Ho. Ho had tunneled into the Great Wall of China, converting it into a secret base where he could hypnotize the Chinese public into jumping up and down at the same time,

producing a global earthquake. Chan put a stop to Ho with his bare hands. Can Chan top such a glorious victory by taking down the new Evil Genius on the block?

Chan infiltrates your lair and wreaks havoc like a soldier but also attempts to pilfer objects like a thief.

Special Attack: Preternatural Speed. Using an incredible burst of speed, Chan can dodge any blow. Weakness: Complete a special Act of Infamy to discover Chan's weakness. The martial artist's mentor, if kidnapped and interrogated, reveals that Chan has vowed to retire from A.N.V.I.L. if he's ever defeated in a fight. Maybe you can arrange that fight at one of your dojos? To be on the safe side, lace his prebout meal with sedatives to guarantee a victory.

Katerina Frostanova: H.A.M.M.E.R. Super Agent

Health: 95

Loyalty: 95 Smarts: 95

Attention: 95

Endurance: 75

It takes a cold heart to kill in cold blood. Thanks to witnessing the death of her parents as a child, Katerina Frostanova has only ice where the heart should be. Trained up by the Soviet State Orphanage for Heroes of the Republic, Frostanova soon became one of the most skilled assassins in the world. Can she get your Evil Genius in her sights?

Frostanova possesses the talents of both a soldier and an investigator.

Special Attack: Cold Assassin. With lethal accuracy, Frostanova can maneuver through an outpost and plunge her knife into the heart of any foe.

Weakness: Katerina has only one weakness—her childhood. An Act of Infamy will reveal that she cares for her teddy bear, Mr. Snuggles. If you can steal the bear and make Katerina watch its dismemberment, maybe she will tuck tail and run.



TOBCES OF JUSTICE

Mariana Mamba: S.M.A.S.H. Super Agent

Health: 80 Loyalty: 80 Smarts: 80 Attention: 60 Endurance: 80 Mariana Mamba hails from the rainforests of the Amazon, where she learned true jungle hunting skills. When a bungled aerial strike from drug enforcement officers decimated her people, Mamba emerged from the thick to become the greatest agent on the 5.M.A.S.H. payroll. Can this beautiful predator get close enough to your Evil Genius to strike?

Mamba can ruin your lair like a saboteur as well as steal items like a thief.

Special Attack: Savage Allure. Mamba's beauty is a great source of power, and she can use it to trick your minions into abandoning their posts. **Weakness:** Lure Mamba into an infirmary chair and let your scientists give her the worst face-lift the plastic surgery profession has ever seen.



John Steele: S.A.B.R.E. Super Agent

Health: 120 Loyalty: 100 Smarts: 100 Attention: 100 Endurance: 100 Steele is the world's unquestioned finest super agent, injecting some serious double-oh charm into his chilling career. Steele's victories are too numerous to list, but highlights include thwarting plans to build evil bases on the moon and stopping an army of robot-controlled sharks from releasing a poisonous payload. Can he best even his own sterling record with an attempt on the life on the globe's newest Evil Genius?

Steele snoops around your lair like an investigator and disables objects like a saboteur.

Special Attack: Base Mayhem. Steele never goes into action unprepared. He can cause great panic in your lair by hacking into computers and setting explosives, making it easy to slip into your inner sanctum. Base Mayhem also resets the security levels on your base doors, as well as potentially altering your base's alert status.

Weakness: A man like Steele deserves a death more fantastical than a mere bullet to the head. The best way to dispose of this super agent for good is to strap him to a rocket and blast him into space. But first, you're going to need a rocket. And a silo to house said rocket. Better get your scientists on this one....







Blind Yourself with Science

Achieving the status of ultimate world dominator requires a lot more than savvy shopping, evil travel-agent skills, and being a tip-top minion wrangler. To make the planet truly tremble, you must put on a horror show of science, unlocking the secrets of atoms, molecules, and the other itty-bitty building blocks of creation. Once you have created a suitable lair, install what could possibly be the most important room in the whole abode (even more important than your atrium-filled inner sanctum): the laboratory.

You need a laboratory fully staffed with science minions and stacked to the ceiling with equipment that would make NASA's headquarters look plebeian to create some of the most fascinating (and terror-inducing) objects in the game.

In the laboratory, you can create some fiendish traps, such as the Venus man trap and the dreadmill, two devices that are as much fun to build as they are to watch in motion. Your science minions can also build fantastic new equipment for your lair to speed and streamline operations, such as the brainiac machine and the arcade cabinet.



Even more pressing than building a better pinball machine, though, is performing evil acts to cement your place in the annals of wicked masterminds. Your lab staff helps uncover the secrets of defeating the alliances' super agents, a cabal of goody-two-shoes that deserve to be humbled. And if you ever want to create your doomsday machine, you better have a good laboratory.





It takes time to discover the formulas used to create these souped-up items and tricky traps. And since an Evil Genius doesn't have spare time to wait for his lackeys to engage in cosmic arithmetic and atom-smashing, we have a full list of the clever combinations that turn your laboratory from a nerd hang-out to a smoothly running assembly line of evil, constantly spitting out devilish inventions to make your enemies quake.



You cannot build a laboratory when you first land on your island of an undisclosed location. You must complete the Act of Infamy—Coming in from the Cold. Your minions steal the research machine, the centerpiece of a working laboratory. After it's in your possession, you can carve your laboratory into the island and start filling it with science stuff.

Building Blocks

Three pieces of laboratory equipment are essential to start research and development. The first two are the research machine and a databank. Without these, you got bubkes. The third item is an experimental apparatus, of which there are seven kinds to create different work environments.



These seven experimental apparatuses can double as torture machines. Select an enemy agent for interrogation, then right-click on one of these devices. If you have a spare second, linger in the laboratory to watch the show.

Once you have all three pieces of laboratory equipment, you can access the research process from your Evil Console.







This button appears on the Evil Console when you are able to begin research and development (R&D). It takes you directly to the research screen, where you can include your inner mad scientist.

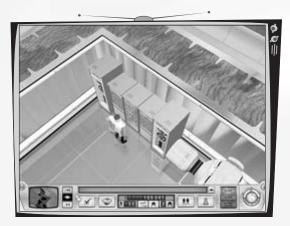
Research Machine

The research machine is the hub of the laboratory. When you want to begin an experiment, you must use the research machine. After you finish trying out a formula, the research machine interacts with the databank to save the results.



Databank

The databank is the brains of the lab. Any information your science minions gather about the research and development processes is stored in this computer's memory banks. Having all of this scientific know-how in one place is convenient, but it also makes the databank a prime target for enemy agents. Make sure the laboratory is protected from spying eyes and unsavory sorts who insist on doing the right thing.



EAIT CENINZ BEZEUBCH & DEAETODWENL

Experimental Apparatus

After you install a research machine and databank, you need an experimental apparatus to actually perform the experiments. If you want to develop all the game's secret objects, you need all seven of these machines:

Al Supercomputer

💢 Laboratory Bio-Tanks

Centrifuge

Environment Chamber

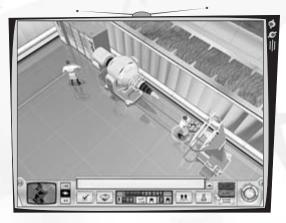
Mareenhouse

Marct Stress Analyzer

X Laser

Each of these machines creates different conditions for an experiment, which often result in different objects. Of course, not every machine produces positive results, so

keep trying different combinations. Or, just peek farther into this chapter for our textbook of formulas.

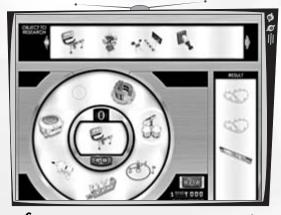


The Process

After you have gathered and assembled the necessary equipment in your laboratory, you are free to begin the experimentation process. The process is a matter of creating effective combinations of objects and experimental apparatuses.



Click on the research button on your
Evil Console to initiate the process. This brings
up the research screen, where you make your
experimentation decisions.



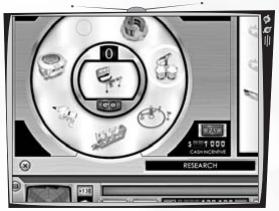
Science minions, as they roam the lair, make observations about potential experimentation material. If they see something could potentially be tinkered with to make a new object, they record it and store the information in the databank. Those objects appear in the "object to research" panel at the top of the research screen.

PRIMA OFFICIAL GAME GUIDE





Click on one of the objects to prep it for experimentation. The object pops up in the center of the giant circle that displays the available experimental apparatuses in your laboratory.



Left-click on an experimental apparatus to select it. You can select multiple experimental apparatuses for a single experiment. The number of experimental apparatuses you have chosen appears above the selected object in the center of the circle. Now that you have selected the equipment and set the parameters for the experiment, just click on the green "Go" button to make miracles happen.



Your science minions instantly start in on the legwork of the research process. A minion reports to the research machine and grabs an empty specimen container. He lugs the container over to the item you have chosen for the experiment and takes a sample. After he takes the sample, it's whisked back to the laboratory and put through the experimental apparatuses. Finally, the container is returned to the research machine and studied.

If the experiment is a failure, the process just fizzles out. However, if you've come up with the magic combination, the machine alerts you and the new object appears in your purchase menus.

EVIL GENIUS RESEARCH & DEVELOPMENT



There is a way to speed up the process. You can offer your science minions incentives to come up with winning experiments. After you choose an object for experimentation, click on the "Pay" button in the cash incentive box. This rules out any experimental apparatus that cannot be used with this particular object.



Offering cash incentives is certainly a great bonus for your science minions, but we can save you a truckload of gold by just divulging the research formulas at the end of this chapter.

Formulas

Here is a complete list of the research formulas, revealing what extra objects you can create in your laboratory. You can only perform experiments on objects that your science minions have taken note of, though, so you can't just start crafting new objects immediately.



Several of these new objects cannot be created without access to objects stolen during Acts of Infamy, such as the crown jewels or sonic generator. So, if you want to complete your evil collection, you must accept and complete all of the Acts of Infamy that result in stolen objects.



Object Formulas

The following formulas describe the process necessary to create these new items. Some of the objects you can create are experimental apparatuses, such as the laboratory laser and the centrifuge, which are essential to creating all the secret objects and traps. Create all the experimental apparatuses as soon as possible.



Just as there is more than one way to skin a cat, there is sometimes more than one way to create a new object. Some new objects are the product of two or more formulas. These formulas make the exact same object, but they give you more opportunities to make the object if you don't have all the experimental apparatuses.

		New Objects		
Result	Object	Apparatus 1	Apparatus 2	Apparatus 3
Arcade Cabinet	Security Desk	Laboratory Laser	_	_
Auto-Chef	Pete Bog	Impact Stress Analyzer	Environment Chamber	_
Auto-Surgeon	Infirmary Chair	Laboratory Bio-Tanks	Greenhouse	_
Big Screen	Inner Sanctum TV Studio	Laboratory Laser	_	_
Bookcase	Archives Reading Table	Impact Stress Analyzer	_	_
Brainiac Machine	Archives Reading Table	Laboratory Bio-Tanks	_	_
Brainwasher	Sonic Generator	Impact Stress Analyzer	Al Supercomputer	
Centrifuge	Generator	Laboratory Laser	_	_
Centrifuge	Generator	Impact Stress Analyzer		
Communication Array	Code Breaker	Environment Chamber	Centrifuge	Impact Stress Analyzer
Communication Array	Code Breaker	Greenhouse	Centrifuge	Impact Stress Analyzer
Communication Array	Code Breaker	Al Supercomputer	_	_
Control Station	Chalkboard	Laboratory Laser	_	_
Cryo-Cubicle	Pete Bog	Centrifuge	Greenhouse	_
Death Cubicle	Security Holding Cell	Centrifuge	_	_
Disguised Door	Standard Door	Laboratory Bio-Tanks	_	_
Disguised Generator	Generator	Centrifuge	_	_
Disguised Holding Cell	Chameleon Cloth	Laboratory Bio-Tanks	_	_
Disguised Rifle Rack	Chameleon Cloth	Laboratory Laser	_	_
Disguised Security Camera	Zoom-Lens Camera	Centrifuge	Laboratory Bio-Tank	_
Disguised Sentry Gun	Sentry Gun	Impact Stress Analyzer	Laboratory Laser	_

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		100		
	Nev	w Objects (cont'd)		
Result	Object	Apparatus 1	Apparatus 2	Apparatus 3
Equipment Storage Rack	Heavy Shooting Range	Impact Stress Analyzer	_	_
Field Barrier Door	Mercury Mirror	Impact Stress Analyzer	_	_
Flamethrower Rack	Jetpack	Environment Chamber	Centrifuge	Laboratory Bio-Tanks
Flamethrower Rack	Jetpack	Al Supercomputer	Centrifuge	Laboratory Bio-Tanks
Flamethrower Rack	Jetpack	Greenhouse	_	_
Global Stock Exchange Watc	hdog Aztec Amulet	Environment Chamber	Laboratory Laser	Impact Stress Analyzer
Global Stock Exchange Watc	hdog Aztec Amulet	Greenhouse	Laboratory Laser	Impact Stress Analyzer
Global Stock Exchange Watc	hdog Aztec Amulet	Al Supercomputer	_	_
Gold Enhancer	Crown Jewels	Greenhouse	Laboratory Bio-Tanks	Centrifuge
Gold Enhancer	Crown Jewels	Al Supercomputer	Laboratory Bio-Tanks	Centrifuge
Gold Enhancer	Crown Jewels	Environment Chamber	_	_
Heavy Door 3M	Standard Door	Impact Stress Analyzer	_	_
Heavy Duty Loudspeaker	Sonic Generator	Centrifuge	_	_
High-Density Capacitor	Disguised Power Generator	Laboratory Laser	Centrifuge	_
Infirmary Chair	Pharmacy Booth	Laboratory Laser	Laboratory Bio-Tanks	_
Impact Stress Analyzer	Standard Door	Al Supercomputer	_	_
Impact Stress Analyzer	Standard Door	Centrifuge	_	_
Laboratory Bio-Tanks	Multimedia Educational Zone	Laboratory Laser	Impact Stress Analyzer	Centrifuge
Laboratory Laser	Security Camera	Centrifuge	_	_
Laboratory Laser	Security Camera	Impact Stress Analyzer	_	_
Multi-Gym	Table Tennis	Impact Stress Analyzer	_	_
Multimedia Educational Zone	Mercury Mirror	Laboratory Laser	_	_
Nuclear Generator	Chalkboard	Impact Stress Analyzer	_	_
Pinball Machine	Roulette Table	Laboratory Laser	_	_
Reclining Chair	Multimedia Educational Zone	Laboratory Bio-Tanks	Centrifuge	_
Salad Bar	Pete Bog	Bio-Tank	_	_
Schematics Station	Antique Cannon	Greenhouse	Laboratory Laser	Impact Stress Analyzer
Schematics Station	Antique Cannon	Al Supercomputer	Laboratory Laser	Impact Stress Analyzer
Schematics Station	Antique Cannon	Environment Chamber	_	_
Security Radio Loudspeaker	Diamond	Al Supercomputer	Laboratory Laser	Impact Stress Analyzer
Security Radio Loudspeaker	Diamond	Environment Chamber	Laboratory Laser	Impact Stress Analyzer
Security Radio Loudspeaker	Diamond	Greenhouse	_	_
Sentry Gun	Handgun Cabinet	Centrifuge	_	_
Widescreen TV	Sonic Generator	Impact Stress Analyzer	_	_
X-Ray Machine	Pete Bog	Centrifuge	_	_
Zoom-Lens Camera	Security Camera	Laboratory Laser	_	_



Trap & Sensor Formulas

The following formulas detail how to create advanced traps and sensors. Just as with the new objects you can create, you must first get some prerequisite objects through Acts of Infamy. And some new traps cannot be created unless you have already created the trap it is based on.

	New Tra	aps & Sensors		
Result	Object	Apparatus 1	Apparatus 2	Apparatus 3
Bee Hive Trap	Salad Bar	Laboratory Bio-Tanks	Laboratory Laser	_
Charge Cannon	Nuclear Generator	Laboratory Laser	Impact Stress Analyzer	Centrifuge
Damned Damsel	Chameleon Cloth	Laboratory Laser	Al Supercomputer	_
Do-Not-Press	Inner Sanctum TV Studio	Laboratory Bio-Tanks	-	_
Dreadmill	Egg Chair	Laboratory Laser	Impact Stress Analyzer	Centrifuge
Explosive Palm Tree	Flamethrower Rack	Laboratory Laser	Greenhouse	_
Knockout Gas Cage	X-Ray Machine	Centrifuge	Impact Stress Analyzer	_
Laser Beam Sensor	Capacitor	Laboratory Laser	-	_
Laughing Gas Cage	Loyalty Gas Cage	Impact Stress Analyzer	Laboratory Bio-Tanks	
Loyalty Gas Cage	Pharmacy Booth	Laboratory Bio-Tanks	-	_
Misdirection	Communications Array	Centrifuge	Al Supercomputer	_
Money Madness	Global Stock Market Watchdog	Laboratory Laser	Environment Chamber	_
Monkey in a Box	Monkey	Laboratory Bio-Tanks	Al Supercomputer	_
Motion Tracker Sensor	Heavy Shooting Range	Laboratory laser	_	_
Piranha Tank	Venus Man Trap	Impact Stress Analyzer	Greenhouse	_
Pit Punisher	Pinball Machine	Impact Stress Analyzer	_	_
Prometheus's Revenge	Satan's Chimney	Laboratory Laser	Impact Stress Analyzer	Centrifuge
Satan's Chimney	Chalkboard	Centrifuge	-	_
Saw Blades	Mercury Mirror	Impact Stress Analyzer	Environment Chamber	_
Stupid Gas Cage	Inner Sanctum TV Studio	Impact Stress Analyzer	-	_
Sucker Trap	Nuclear Generator	Centrifuge	Environment Chamber	_
Venus Man Trap	Biochemist Workshop	Al Supercomputer	Centrifuge	_
Venus Man Trap	Biochemist Workshop	Greenhouse	_	_
Venus Man Trap	Biochemist Workshop	Bio-Tank	_	_



Unleash the Freak!

The freak is a supersoldier created by some seriously bad, bad science. Take a broken body from your freezer and perform some horrible experiments on it to unleash the power of the freak, a behemoth with equally disturbing levels of strength and stupidity. The freak can be a powerful addition to your force.

New Minion				
Result	Object	Apparatus 1	Apparatus 2	Apparatus 3
Freak	Freezer Rack	Centrifuge	Impact Stress Analyzer	Laboratory Bio-Tanks

Doomsday Devices



The ultimate goal of an Evil Genius is to bring the world to its knees—and the best way to do that is to threaten the alliances with a doomsday device. You can build one of three doomsday devices. The doomsday device of your choosing is loaded onto the rocket ship you build on the second island of the game, after you outgrow your first rock.

These are the three formulas for building a doomsday device. It is absolutely essential that you hunt down and steal the Codex of Knowledge in the game's sixth objective. Only with the Codex can you finalize your end-game plans.

Doomsday Research				
Result	Object	Apparatus 1		
Earthquake Beam	Codex of Knowledge	Environment Chamber		
Gravity Disruptor	Codex of Knowledge	Al Supercomputer		
ID Eliminator	Codex of Knowledge	Greenhouse		





Plotting and Conniving

World domination is a tricky mistress. Turn your back for one moment, and she finds comfort in another's evil arms. You've been absent from the nefarious plotting scene for too long, and the planet's Forces of Justice need a real Evil Genius to rally against.

This first objective in your quest to control the planet introduces you to concepts like secret lair building and smart-object purchasing and placement. The world doesn't take long to intrude on your island paradise, so you also have a chance to try out tagging people for death or imprisonment.

You must also learn how to properly delegate work to your army of minions. Some need to stay at home to build and operate your evil island base, while others must enter the world and steal cash to pay the bills. Be sure those globetrotters engage in some Acts of Infamy, as there's no point in being an Evil Genius if nobody cowers upon hearing your name. There's nothing more depressing to an Evil Genius than being met with casual indifference.

Level Objectives

- Build your minions a barracks with at least one bunk bed and one barracks locker. Building a barracks allows you to recruit and house more minions.
- Build a control room with at least one control panel and one control room memory bank. You cannot send minions into the world to perform Acts of Infamy on your behalf without a properly equipped control room.
- X Tag for elimination a squad of investigators who are combing the island for suspicious activity.
- imes Capture a maid from among the civilians vacationing on the island.
- Interrogate the maid, who has extremely useful information for your cause. Strap her into the interrogation chair and extract enough information to begin training minions as valets.



OÐJECTIVE 1: EVIL INTENTIONS

Acts of Infamy

The following Acts of Infamy are available at the beginning of this objective.

 \boxtimes Steal the Library Blueprints \boxtimes Ear Plug \boxtimes Forging Ahead \boxtimes Fishy Business

New Rooms/Buildings				
Item	Price			
Evil Base Entrance	\$1,500			
Corridor	\$100			
Barracks	\$150			
Control Room	\$500			
Armory	\$250			
Freezer	\$300			
Strongroom	\$400			
Archives	\$300			
Infirmary	\$300			
Topside Shack	\$50,000			
Hotel Hub	\$150,000			
Hotel Wing	\$100,000			

New Traps				
Item	Price			
Pressure Pad Sensor	\$2,000			
Poison Gas Cage Trap	\$6,000			
Wind Machine Trap	\$10,000			
Confusing Pop-Up Trap	\$5,000			
Test Dummy Machine	\$1,000			

Now Objects			
New Objects			
Item	Price		
Bunk Bed	\$500		
Barracks Locker	\$1,000		
Time Clock	\$5,000		
Control Panel	\$10,000		
Control Room Memory Bank	\$7,500		
Standard Door	\$1,500		
Fire Extinguisher Locker	\$3,000		
Briefcase Rack	\$5,000		
Freezer Rack	\$5,000		
Security Holding Cell	\$5,000		
Interrogation Chair	\$5,000		
Archives Reading Table	\$2,000		
Pharmacy Booth	\$5,000		
Hotel Door	\$3,000		
Hotel Grand Piano	\$5,000		
Hotel Lobby Counter	\$5,000		
Hotel Room	\$10,000		
Hotel Lounge Table	\$5,000		
Hotel Lounge Dance Floor	\$5,000		
Hotel Lobby Bench	\$2,500		
Hotel Lounge Bar	\$7,500		



Objective Walkthrough

Your boat arrives on a semideserted island paradise. Only a small township populates this rock, and the initial batch of civilians should be easy to keep under tabs—and out of your business.





Your Evil Genius is holed up in a strongroom with his henchman, a few minions, and enough gold bricks to make your dreams of world domination come true.

The first thing you must do to get your evil empire underway is start building the requisite Evil Genius lair. Fortunately, the rock in the center of the island is prime real estate for a secret underground hideout. In fact, it seems like it was almost designed with the express purpose of housing torture chambers and bizarre science labs.

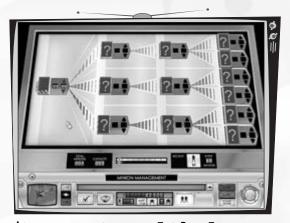


First, pick out your front door. The first of those gold bricks must be traded in at the local depot for an Evil Base Entrance.

OBJECTIVE 1: EVIL INTENTIONS



Place the Evil Base Entrance close to the depot so your minions don't have to hoof it too far with construction materials.



After you have placed the Evil Base Entrance and work is under way, start recruiting more minions.

You can have up to five now.





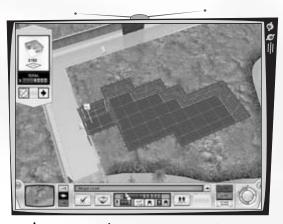
Remember, it costs money to recruit minions at a rate faster than one a minute. This early in your quest, hold on to your gold bricks and leave the recruitment slider bar alone.







Next, build a decent length of corridor into the rock. Be sure to keep the corridor only two squares wide. Your minions don't need much room to move and you should learn to conserve cash as soon as possible. You don't have an evil money tree, you know.



As soon as work in the corridor is finished, draw up blueprints for the barracks. As soon as those bunk beds are available, you can recruit more minions.



OBJECTIVE 1: EVIL INTENTIONS



After the barracks is under way, lay out plans for the central nervous system of the lair: the control room.



As soon as the barracks is complete, you can start recruiting more minions. Order up more minions as soon as the room is done, as the heavy lifting in your evil empire is about to increase tenfold.

When the control room is complete, you have access to the rest of the world. You can send your minions out to gather intel and cash, and you can also commit Acts of Infamy that raise your notoriety.

CONSTRUCTING CONTROL ROOMS



The control room is where your evil organization's intelligence is gathered. This is not the kind of place you want intruders and interlopers poking their noses into, so placement is key. Build this room a little deeper into the rock than the barracks and other rooms (armory, freezer) that have less sensitive contents.



After you draft the control room, you need to install at least one control panel and one control room memory bank.









Four Acts of Infamy are available after you finish the control room. Completing these Acts is not as pressing as securing more funds, but it's still a good idea to get the ball rolling and let the world know that there's a new criminal mastermind in town.

Of the four Acts of Infamy, choose the easiest one first: Steal the Library Blueprints. This Act requires only two minions and results in the prize of building plans for archives.



With minions able to head out and raise cash—and construction of your lair well underway—turn your attention to the four investigators snooping about the island.



The investigators show up as red dots on your minimap.



If left alone long enough, the investigators stop patrolling the perimeter of the island and brazenly waltz through your front door. Be sure to deal with the investigators before diverting resources to time-consuming Acts of Infamy.



OBJECTIVE 1: EVIL INTENTIONS



Tag the four investigators for elimination. But be careful not to target the snoops when your regular minions are nearby. Construction workers are not well suited for combat, and you may lose some men in the melee.



The better choice for thwarting these unwanted eyes? Your henchman. He can squash these encroachers with little effort, and the resulting experience points get you closer to unlocking your henchman's special moves.



The four body bags holding the dead investigators attract not only flies but also unwanted attention.



The best room to build next is a freezer. The body bags can cool in the freezer, away from prying eyes.





BUILDING FREEZERS



One of the best things about freezers is that they don't need to be terribly large. Just build a smallish one off to the side of the main corridor, fitting it between other rooms.



MONEY MANAGEMENT

When you have around 15 minions and the investigators have been disposed of, start sending them out into the world to earn their keep. Keep a small army of minions at the lair, but building extra rooms like the freezer or the archives puts the squeeze on cash flow.

The best place to send minions right now? Japan. The country is rich in resources. Place as many minions as you can spare in the territory (keeping an eye on the resulting heat caused by your presence) and enjoy the boost to the bankroll.



OBJECTIVE 1: EVIL INTENTIONS

The last two subobjectives are to capture and then interrogate the civilian maid wandering around the beach. As soon as you snatch her up and wear her down, the next objective begins. So, before grabbing the maid, steal some money, finish off the available Acts of Infamy, and recruit the maximum number of available minions.



The maid is out beachcombing, enjoying the sand and sun in her little French maid outfit.



Tag the maid for capture, then let her keep roaming. She poses no immediate threat to your organization. In the meantime, you need to build the facility for interrogating her.

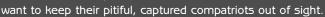
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The armory is one of the most important rooms in your lair, so make sure there is enough room to install multiple security holding cells and interrogation chairs.

You definitely want to create a small stretch of corridor



between the hall and the armory, as you want to install a door. If other investigators or would-be heroes infiltrate the base, you



While your minions prepare to build the armory, place at least one security holding cell and one interrogation chair in the room. Keep them close to maximize floorspace.







After capturing the maid, your minions automatically bring her back to the completed security holding cell.



When the maid is under lock and key, issue the interrogation order.



One of your minions pulls the maid out of the clink and tosses her into the interrogation chair. He then uses his highly stylized interrogation techniques to extract useful information from her.



The maid's information unlocks a new minion type: valet. You can now build a training room and teach other minions in the art of valet service.

OBJECTIVE 1: EVIL INTENTIONS

Evil Strategies

Never allow a dull moment at your lair this early in the game. These minions must always be kept busy or refreshing their traits, like health or loyalty.

Should any of your minions become injured while on the job, you unlock the room plans for the infirmary. While this room is not essential to completing this objective, keep it in mind when laying out your lair. Your minions are sure to take plenty of damage in achieving coming objectives, as the island gets a lot more crowded.

Evil Geniuses must command respect. If you discover a minion lying about, do not hesitate to cut him down in front of his peers. The minions are impressed by your ruthlessness. If you order your henchman to kill, they respect that somebody is willing to perform such harsh acts in your name.

If you have the time and resources, go ahead and build a strongroom inside the base. There aren't any burglars sneaking around the beach just yet, but you can't leave all of those fabulous gold bricks in the open for very long.

The archives are only available once you complete the Steal the Library Blueprints Act of Infamy. Make sure you complete this task, as the archives help boost your minions' Smarts should they become mentally fatiqued.







Greed and Gathering

You have successfully broken soil on your lair and are well on your way to constructing a diabolical underground base of operations. Your minions are busying themselves by gathering intelligence via the control room. Training has begun on a new class of minion: the valet. And global Notoriety is rising, thanks in no small part to pulling off a few audacious Acts of Infamy.

There's just one problem. The rest of the world's criminal masterminds don't show you the respect you deserve. That is simply unacceptable. These rapscallions and scalawags must see the light—they may be twisted and immoral, but you have cornered the market in pure evil. And unless these horrible honchos fully comprehend your unlimited genius and wrath, the Forces of Justices won't either.

What else is there to do but call a meeting? To complete this objective, gather the six underworld overlords to your island retreat for a little powwow. Once all of these horror show heads of state are together, you can use your evil means to show them that there is only one "I" in evil.

However, before you can expect RSVPs, you need a suitable space for such (in)dignitaries. You need a chamber that drips with opulence. You need a desk covered in monitors and important-looking red buttons. And a conference table so mammoth that invitees must squint to actually see the person across the table from them.

You need an inner sanctum.

Level Objectives

- Underworld crime lords will not deign to visit your island lair unless you have a suitable room to host them in. Build an inner sanctum in your base, and make sure there are plenty of seats around the new conference table.
- Lei Ying Lo is the head of the organized crime families in China and Southeast Asia. Send an envoy to his territory and persuade him to attend your meeting.
- Marvin de Luca is the merciless mafia don of North America. The man is too full of pride for his own good, so invite this gentleman gangster to the island for something of an intervention.
- India's crime scene is controlled by one man: Armand Krishnan. He's able to corrupt government officials according to his whims, he has fingers in many criminal pies, and he believes himself to be king of the mountain. Let's show him it's really a molehill.

OBJECTIVE 2: HEAD OF THE UNDERWORLD

- Nikita Leonov earned his bloody stars as the butcher of St. Petersburg. You don't have to go to him; he's on your island under the impression that he's calling the shots. Perhaps we can "aggressively negotiate" with him and show him the error of his ways?
- Nigel Ewing is a CIA agent who went off the farm a long time ago. He settled in Africa and quickly established himself as the undisputed boss of all criminal activities on the continent. Ewing only sees truly connected people, so unless you have enough Notoriety, don't even bother embarking to Africa to find him.
- The lord of crime in East London, Bob "Barking" Caine, is the final holdout. Refusing to acknowledge he's been bested, Caine has dispatched his men to our island. Bring out an appropriately violent welcome wagon and show this cockney cad that he may be the guv'nah, but you're the emperor.

Acts of Infamy

When you began the first objective, you had a few Acts of Infamy available from the outset. This time out, many of the Acts are unlocked only by sending your minions into the wild to plot. Here are a few of the Acts of Infamy available in this objective, thanks to your rise in Notoriety.

You definitely should start performing Acts of Infamy, not just to continue bolstering your Notoriety, but also to go after missions that result in stolen objects. These items help boost minion stats and are also extremely helpful later when it's time to start researching and developing new objects.

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New Rooms/Buildings	
Item	Price
Inner Sanctum	\$250
Mess Hall	\$150
Power Plant	\$150
Staff Room	\$150
Training Room	\$250

rise in notoriety.	
New Objects	
Item	Price
Bayonet Dummy Punching Bag	\$5,000
Capacitor	\$5,000
Conference Table	\$5,000
Drinks Machine	\$1,000
Generator	\$10,000
Handgun Cabinet	\$2,500
Impressive Desk	\$15,000
Laboratory Workshop	\$5,000
Mess Hall Counter 1	\$5,000
Mess Hall Counter 2	\$15,000
Mouse Maze	\$3,000
Outdoor Security Camera	\$5,000
Reclining Chair	\$5,000
Rifle Cabinet	\$5,000
School Desk	\$5,000
Security Camera	\$3,000
Security Desk	\$3,500
Security Loudspeaker	\$3,000
Table Tennis	\$2,000

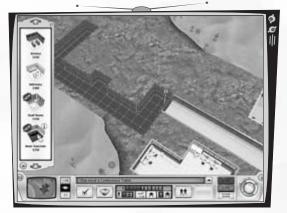


Objective Walkthrough

The previous objective was all about getting acquainted with the day-to-day activities of an Evil Genius. Now that you know the ropes, let's start hanging people with them. However, before we can start sending out invitations to our evil soirée, we need to make the place presentable.



The more corridor you have tunneled, the more space you have to lay down some devious traps. Traps are one of the best ways to dispose of intruders.

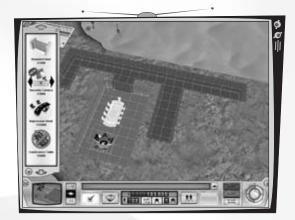


You need to carve an inner sanctum into the rock.

Because your Evil Genius primarily resides here,
build it fairly deep into your lair. Build a length
of corridor into the rock so enemy agents really
have to go the distance to reach the EG.



Build an extra stretch of two-square-wide corridor so you can install a door at the entrance of your inner sanctum.



Now that you have a corridor built, lay out the blueprints for your inner sanctum. The room can be a modest size, just big enough to hold an impressive desk and a conference table.

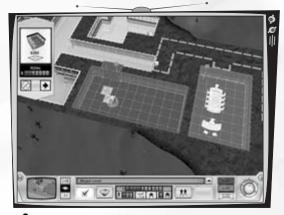
OBJECTIVE 2: HEAD OF THE UNDERWORLD

INSTALLING INNER SANCTUMS

You only need a conference table to satisfy the requirements of this objective. However, it's strongly recommended that you leave enough space to house an impressive desk and a few looted items from Acts of Infamy.

The impressive desk is the best resource for boosting your Evil Genius's flagging stats, should he find himself damaged by an intruder. And since stolen items are big targets for thieves and burglars, who start infiltrating your base in this objective, you may want to stash a few in here.

Now that the inner sanctum is underway, give your construction workers another task. If you are to take advantage of the knowledge gleaned from the maid, you must build a training room facility inside the lair. With a training room full of the appropriate equipment, you can start sending your minions to school.



Somewhere off a corridor, draw up plans for a training room with enough room to house a lot of training equipment.



You can only install a school desk in the training room to educate future valets, but you must leave enough room for bayonet dummy punching bags and laboratory workshops, which take up almost twice as much space. Always consider objects' hot spots when placing them in a room.

Building two rooms at one time reveals the need for many more minions. To beef up your crew, you must earn Notoriety and install more lockers in your barracks. The greater the number of each of these, the more potential minions clamor to join your nefarious organization.





From the World Domination screen, start looking for more Acts of Infamy to give yourself a bad name—a real bad name.



It may get a little crowded inside the barracks, but when the money starts rolling in, line those walls with as many lockers as you can fit. Minions seem only interested in serving your badness if you have enough places for them to put their stuff.



When you have the funds, go ahead and commission the construction of a modest mess hall and splurge for the more expensive mess hall counter. You'll be glad you did.

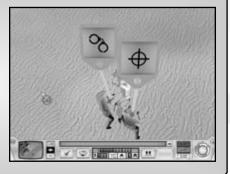


By now, you should have a few minion crews in the world regularly stealing cash for you, even if it's just one or two men stationed in a territory. The best places to raid right now are the Pacific allies and the Middle East. You know, oil fields and all.

DAJECTIVE 2: HEAD OF THE UNDERWOALD



Remember, as a result of your Acts of Infamy and stealing, you will receive bumps in Heat from the alliances. While you expand your lair and send out envoys to court the criminal masterminds of the world, the alliances do not slow their efforts to infiltrate your island. Keep tagging enemy agents to be killed or captured to keep them from reporting incidents at your base or stealing back your gold.



SWITTOW AIMON

Remote islands in the middle of the ocean really seem like a good idea, but what they don't tell you in the brochure may bite you in the behind later on. You see, you've got all this great machinery and equipment gathering intelligence, researching superscience, and serving up hot meals, but you have a limited supply of electricity. And installing more sockets isn't going to help the problem.

During this objective, your island suffers from a power shortage, placing you in the early stages of a power outage. You must remedy this problem immediately. Fortunately, you have the tools and know-how to do so.





As soon as you are alerted of the potential power outage, you have access to the blueprints for a power plant room. In addition to the plans, your catalog now features the generator and capacitor, two items necessary to generate the juice to keep this evil empire rolling along.

Depending on your resources, you should build a room big enough to house a few generators and capacitors, but you should install only one of each for now. As you earn more gold, you can always install more electricity-generating appliances.



POWER PAORLEMS (CONTD)

Like your inner sanctum, the power plants are prime targets for feisty enemy agents. Targeting and taking out one of your generators could seriously cripple operations, so expect infiltrators to seek them out in later objectives.

To prepare for this situation, build the power plant deep in your base, and install a door and an agent-thwarting trap system at the entrance. Something simple, like a poison gas trap, will do for now. But when bigger and better traps become available through research, consider upgrading to something more devilish.

By now, you've averted an energy crisis, built three new rooms, and started training valets. It's time to start gathering the world's most unsavory characters to your island for a little chitchat. Six criminal masterminds must be seated at your table to complete this objective, and very few come willingly.

Most of the bosses must be brought in via Acts of Infamy, accessed on the world map. But there's a catch: You must send teams of minions to territories to plot. Only by plotting in the correct territory for a specific amount of time do the Acts of Infamy linked to the masterminds become available.

Full details on the Acts of Infamy required for this objective can be found at the end of this chapter.



PLOTTERS

Any of your minions can plot, but science minions are mobile think tanks trained specifically for this task. As soon as the Capture Technician Act of Infamy is available, go for it. You want to train a decent team of three or four technicians to help plot your way through this objective.

OBJECTIVE 2: HEAD OF THE UNDERWORLD

Brute Strength

Having some brains around the outfit is certainly important, but you need some brawn when trouble is afoot. When the Capture Guard Act of Infamy is available in South America, send two construction workers down there to make with the binding and gagging.

As soon as the guard is back at the base, interrogate him for his knowledge on all things violent so you can start training your own minilegion of guards. Their muscle is imperative if you want to complete several of the upcoming Acts of Infamy.



Well-Rounded

Now that you have seized and interrogated guards and technicians, you can start training construction workers into three new minion classes. Install the proper equipment in your training room—school desks, bayonet dummy punching bags, and laboratory workshops—and class is soon in session.

Use the Minion Management screen to dictate your minions' skill sets. Right now, it's a good idea to have a well-rounded force, but put a slight emphasis on valets first, as the first criminal mastermind we're going after needs some serious smooth talking to be convinced of taking audience with your Evil Genius.





To corral the first three crime lords, you eventually need five valets, five guards, and five technicians. As soon as you have enough recruits at the lair, order up the appropriate forces.







The first criminal mastermind you need to hunt down is in India, so send a few technicians and a construction worker or two to the Subcontinent and plot for a few minutes. They uncover the Indian Crime Lord Act of Infamy. It takes five valets to bring him in.



When the Act is completed successfully, the Indian criminal boss peacefully takes a seat at your conference table. Too bad some of the upcoming heavies aren't as agreeable.



Next, it's time to convince the American mafia don, Marvin de Luca, he should take a seat. Send your technicians to the West Coast and plot until the American Crime Lord Act of Infamy pops up.



The third criminal overlord, Lei Ying Lo, is in North China. Move your team of technicians into the region and plot until the Oriental Crime Lord Act of Infamy appears on the map as a glowing white dot. Once the technicians have discovered Lo, send in five guards to convince the gentleman criminal that he must accept your invitation.



OBJECTIVE 2: HEAD OF THE UNDERWORLD



While in the region, your plotting technicians discover other Acts of Infamy you can undertake. Once you have corralled Lo, go ahead and start in on the Acts to earn some extra Notoriety.





The fourth crime lord, the Russian thug Nikita Leonov, actually thinks he's just going to show up on your shores and start calling the shots.



Send your henchman to meet him on the beach and beat him into submission. Issue a Capture Tag so your henchman only takes him into custody and deposits him in your security holding cell.



Leonov is a tough nut to crack. You must "aggressively negotiate" with him, and your interrogation chair is just not intimidating enough to get the job done. Perhaps there is another piece of equipment in the base that can double as a diabolical torture device?



SENIA UMO ANON

In the case of Leonov, escort him to your mess hall and plop his 'fro in the giant mixing bowl. Of course, you cannot do this unless you have installed the more expensive mess hall counter 2, a steal at \$15,000. After a spin in the bowl, Leonov is sufficiently humbled to listen to your speech.





Several pieces of equipment double as torture devices, such as archive bookcases and several of the laboratory's experimental apparatuses. To determine if an object can serve double duty, select the interrogate option on a captured agent and roll the cursor over objects. If the interrogation option lights up, you have a match.

Your conference table is starting to fill up quite nicely. With four formerly arrogant criminal overlords sitting like patient lap dogs in your inner sanctum, it's time to rope the final two holdouts. These last masterminds are a little trickier to corral, but you have the resources by now to prove who really steers this ship.

Nigel Ewing, the rogue CIA agent who was last spotted in the Middle East, won't come out of hiding unless you have enough Notoriety points to warrant his interest. No matter how many technicians you have plotting in the region, he stubbornly remains under radar unless you have at least 70 Notoriety points.



OBJECTIVE 2: HEAD OF THE UNDERWORLD





Your best bet at this point is to really bolster your rep by sending out minions to perform Acts of Infamy. Send teams of technicians to territories like Cuba and North China to uncover some Acts you can undertake, such as Steal El Presidente's Painting and Philosopher's Stone. Perform enough of these Acts and you soon hit the required 70.

STIUA) 34 HAMH) H3H

With 70 Notoriety points, Ewing shows his face. But don't stop there. Keep pushing yourself to 75 Notoriety points and you can recruit your second henchman.

The henchmen willing to join your cause appear as bright white dots on the world map. It only takes one of a specific kind of minion to

courier your offer to the henchman.





Several Henchmen are available at once, but you can only select one for now. Choose carefully. Consider your gameplay styles. Do you want a henchman with offensive special attacks? One with a lot of Health? Or do you want one, like The Matron, who can really boost stats among the minions?



HENCHMAN RECRUITS (CONT'D)

Considering that you are generating some serious Heat in a few territories and the final crime boss sends his minions to the island to cause trouble, you may wish to settle on one like Red Ivan or Colonel Blackheart—the firepower and strength are particularly useful this early in the game.

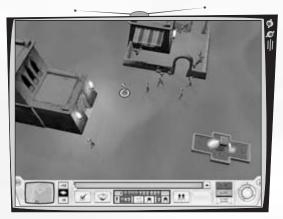




Having a set of deadly hands at the lair and out helping Acts of Infamy crews is of enormous help.



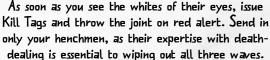
After you reach 70, Ewing comes out of hiding in Tripoli (in the Middle East). Send five or more guards to the region to bring in the former CIA agent, leaving you with only one more "tough guy" to invite.



The final holdout, Bob "Barking" Caine, dispatches three waves of his evil minions to your island. You can track their arrival at your ports of entry, such as the helipads on the island's periphery.

OBJECTIVE 2: HEAD OF THE UNDERWORLD







You may want to have your henchmen do the bulk of the killing here, as the resulting experience points help earn their special moves.

Finishing off the third wave of Caine's minions forces the bad man to your island, where he reluctantly takes a seat at your conference table. After you have all of the criminal masterminds in the audience, your Evil Genius unveils his plan for world domination—and it looks like it has something to do with a volcano and a rocket.

Too bad poor Caine won't be around to watch your nefarious schemes come to fruition. To prove you mean business—one of those "my way or the highway" things—your EG incinerates him with a laser ray. The other attendees applaud his ashes.

As they disperse, turn your attention to matters of science. In the next objective, you must build a laboratory and begin gathering science equipment to operate a fully functional research and development center inside your lair.





Evil Strategies

If you have the time, spend an hour or so stealing from the richer nations in the world like the Middle East or the Pacific allies. The resulting Heat won't be too bad this early, since the really powerful enemy agents have not yet been called into duty. With a big bankroll, you can really invest in your lair—and have a nice nest egg in case of an emergency.

Stealing draws Heat, and Heat begins drawing burglars to your island. If a burglar or thief steals back some gold and manages to make it off the island, you lose some Notoriety in the world. Fortunately, the game tells you when somebody is picking your pockets. When that happens, immediately issue Kill Tags. And then send your henchmen to take care of business.

When you have enough cash, build a second barracks, or increase the size of your current barracks. Install lockers so you can recruit more minions.

Install a time clock in your control room and keep the place fully staffed. You may miss the extra hands, but with manned control panels and the memory bank always running, you can breach the alliances' security and gather intel on the different regions.

Required Acts of Infamy

At the each of each objective chapter, we detail the required Acts of Infamy—the missions that must be completed to fulfill the objective. Each Act of Infamy listing includes the location of the Act, how many minions are required, how much Heat and Notoriety are generated, how long it takes to finish the mission, and how much experience your henchmen can earn if they tag along.



OBJECTIVE 2. HEAD OF THE UNDERWORLD

Indian Crime Lord

Location: Subcontinent

Resources Required: 5 Valets

Heat: 5

Notorietv: 1

Time: 3 min.

Henchman Experience: 25

Description: Armand Krishnan is a charismatic rogue, adored by the Indian public who see him as a Robin Hood-like figure. His popularity is the only thing that stops the Indian government from destroying him. If India knew that his main source of revenue is kidnapping and selling untouchables for illegal medical research, his reputation would be shattered. Time for a spot of blackmail....

American Crime Lord

Location: West Coast

Resources Required: 5 Technicians

Heat: 5

Notoriety: 1

Time: 3 min.

Henchman Experience: 25

Description: Marvin de Luca is the head of America's most notorious family. The de Luca family originally made their name by distilling and selling moonshine during Prohibition. Now they have their fingers in a number of criminal pies, from gambling to protection rackets. Seek an audience with de Luca and make him an offer he can't refuse.

Oriental Crime Lord

Location: North China

Resources Required: 5 Guards

Heat: 5

Notoriety: 1

Time: 3 min.

Henchman Experience: 25

Description: The Oriental underworld is controlled by a very secretive individual known as Lei Ying Lo. After a lengthy period of investigation, his hideout has been discovered. Pay a visit to Lei Ying Lo and persuade him to come out of hiding to attend the crime boss meeting.

International Arms Crime Lord

Location: Middle East

Resources Required: 5 Guards

Heat: 5

Notoriety: 1

Time: 3 min.

Henchman Experience: 25

Description: Nigel Ewing, the ex-CIA operative who went rogue almost a decade ago, is reported to be in Tripoli. Ewing's business is gunrunning, and he's currently believed to be in Africa with the intention of sparking civil wars just so he can sell illegal weapons. Persuade Ewing to put his war mongering on hold for the crime boss meeting.





Weird Science

Now that you've announced your evil intentions to your compatriots in badness, it's time to start producing results. Muscle only takes you so far in this crazy world; you need the latest technology to truly seize the day. And to do that, you need to construct your very own evil laboratory inside the lair.

However, you cannot draw up the blueprints just yet. Unless you undertake a special Act of Infamy in the Pacific allies region and steal a piece of impressive technology, your operation is stuck in the metaphorical Stone Age.

After you have procured this special piece of Japanese high-tech, you can commission a laboratory. As soon as you have it built, you need to install some very expensive equipment to get this show on the road. Unless you have a sizable nest egg, you must plan some serious stealing to acquire the required pieces of laboratory equipment to begin the science process.

Objectives

Steal the research machine from the tech expo in the Pacific allies region. This is the most important building block of a successful laboratory.

Leak information that points to you as the thief of the research machine. Then build a false research machine and stand clear as alliance burglars steal the counterfeit gadget.

Swipe an experimental apparatus, such as a giant laser, to complete your laboratory and initiate the research process.





Acts of Infamy

As soon as you are able to build the laboratory, you will be able to kidnap scientists and begin advancing your efforts in the field of research and development. But without a special experimental apparatus, your scientist has zilch to do, so make sure you steal one at the earliest opportunity.

X Oriental Investigation

X Fool the Press

X Frikken Laser

X Take Scientist Hostage

Snatch Science Specialist

New Rooms/Buildings	
Item	Price
Laboratory	\$400

New Objects		
Item	Price	
Centrifuge	\$50,000	
Chalkboard	\$10,000	
Databank	\$5,000	
Fake Research Machine	\$5,000	
Impact Stress Analyzer	\$50,000	
Laboratory Laser	\$50,000	
Research Machine	\$100,000	



This list includes the objects that become available to buy and includes experimental apparatuses you can make with your laboratory right away. Items you can invent with an operational lab (and their formulas) are found in Chapter 7.

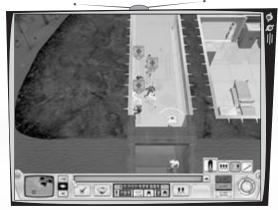
Objective Walkthrough

Building your lab is a very expensive objective to complete. Science equipment, such as the research machine and the centrifuge, is some of the priciest stuff you must buy in the game; if you don't have at least \$100,000, you need to start stealing from other regions on the world map.

While \$100,000 is the bare minimum, \$175,000 is a very comfortable place to be. Just be careful not to get too greedy right away, because if you goose your Heat within too many alliances, you find some pretty impressive firepower busting down your front door. If you send out enough minions to make more than \$3,000 every 60 seconds, expect trouble to come knocking.







If you rile an alliance with your greediness, it sends highly trained teams of soldiers and veterans to your lair. And unless you have the firepower to turn them back, this is the result. Rooms are burned to the ground and many minions fall. Attacks by soldiers can send your minion training program back to square one, forcing you to head back into the world and kidnap more professionals.

The best course of action is to slip a few military minions into wealthy neighborhoods, like the Middle East and Midwest, and let them work their magic. Don't be afraid to toggle them between stealing and hiding to keep Heat at a reasonable level.



Europe is a very lucrative zone, but don't raise too much Heat there by stealing for an extended period of time. An Act of Infamy in the region is essential for completing this objective, and having too much Heat on your minions could really foul up their efforts.



At the beginning of this objective, you must send a team of technicians and guards to the Pacific allies to steal the research machine during the Oriental Investigation Act of Infamy. It's a simple operation, and if you include a few extra science minions, you can shave some time.



Now that you have the research machine, you can plot out a laboratory inside your base. Make sure you have some extra room, because several of the experimental apparatuses are quite big.

OBJECTIVE 3: BETTER LIVING THROUGH (HEMISTRY

SCIENTISTS



As soon as you are able to build a laboratory, start kidnapping and training scientists. Scientists are absolutely essential to the research process, as they have the advanced intellect to get the lab running smoothly and smartly.



When you kidnap and interrogate a scientist, make sure to build a chalkboard right away in the training room. Because science minions are so weak, you want to have extras.

After you build the laboratory, do not immediately buy the research machine. Instead, invest in the cheapie fake research machine. Your upcoming actions prompt the alliances to start sending in thieves and burglars to steal back the research machine. If you leave the real deal lying out, you're out \$100,000.



As strange as it sounds, you must alert the alliances that it was indeed your minions who carted off the research machine. Send a team of four or five science minions to Europe and start plotting. Within a few minutes, they uncover the Fool the Press Act of Infamy.

As soon as you complete Fool the Press, the world realizes it was you who stole the coveted research machine. The alliances will stop at nothing to get it back, so expect wave after wave of burglars and thieves to arrive on your shores.

Make sure your real valuables, such as objects stolen during earlier Acts of Infamy (like the Mercury mirror), are secured in your inner sanctum or strongroom. You don't want these prized pieces vanishing.







Keep a close eye on teams of burglars entering the base. Go ahead and tag infiltrators for death, but leave these crews alone as they comb the hallways.



Soon, one team of brave burglars creeps deep into your lair and hits the laboratory. Allow them full access. They pack up the fake research machine and flee. Give them safe passage and allow the world to be fooled into a hollow victory.



If your players are having trouble getting the fake research machine stolen, build a small (2x2) laboratory near the base entrance and put the fake research machine in that. It should get stolen quickly, then you can just delete the room.

As the world cheers, you laugh maniacally (would an Evil Genius laugh any other way?) Your next task is to send your minions back into the world to steal an expensive experimental apparatus. On the World Domination screen, look for a flashing dot on the West Coast.



The flashing dot indicates the Frikken Laser Act of Infamy. Send out extra military and technical minions to ward off attacks and shorten the duration of the mission.



OBJECTIVE 3: BETTER LIVING THROUGH (HEMISTRY

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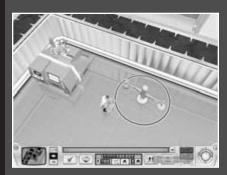


Now that you can purchase all three required elements for a working laboratory, it's time to drain the bank. First, install a new research machine in the corner. Next, purchase and install a databank so your science minions can store your working formulas. Without a databank, your successful formulas are lost, and you must complete the research process again to regain a previous invented object.

Next, install the laser you stole from P.A.T.R.I.O.T. With this third piece in position, you can begin researching and developing new objects. Your technicians instantly begin to scour the lair and report back to the lab with objects they believe could be used to create new items. Keep checking back with the research screen to see what samples are currently suggested.

There are seven experimental apparatuses, including the laser. The remaining six can be developed using the equipment currently in your laboratory. Be sure to follow these formulas as soon as possible to develop the next two experimental apparatuses: centrifuge and impact stress analyzer.





When your technicians identify the standard door, use it with the laser to develop the impact stress analyzer. And when your technicians report back with the generator suggestion, research it with the Laser or impact stress analyzer to create the centrifuge.

With these three experimental apparatuses, you can start creating well over a dozen new objects, as well as start developing the last four experimental apparatuses. Check out Chapter 7 for the full list of formulas.



The successful creation of a working laboratory satisfies this objective's requirement. The next two objectives are presented to you at the same time. One requires you to flaunt your ability to steal anything on the planet. The other begins the research process for developing a horrible doomsday device that you can use to threaten the globe.

You must carefully distribute your attention between these two objectives, as events relating to each of them happen at the same time.

Evil Strategies

- Make the centrifuge and impact stress analyzer as soon as possible to create bigger and better objects for your base.
- Save money by reading the formulas in Chapter 7 instead of blowing cash on incentives with your science minions.
- Keep plotting to uncover more Acts of Infamy in the world while building your laboratory. The resulting increase in Notoriety allows you to recruit more minions—provided you have enough lockers in the barracks to aid with housing.
- Immediately put a standard door on the laboratory when it is built. You don't need anybody walking off with any of the expensive gear in there, and basic security measures certainly help prevent that. In fact, splurge for a security camera to cover the area.





Required Acts of Infamy

Oriental Investigation

Location: Pacific Allies

Required Resources: 2 Technicians, 2 Guards

Heat: 20 Notoriety: 5 Time: 6 min.

Henchman Experience: 25

Description: Our technicians have received word that a brand-new research machine is in development. This equipment would let us develop new technologies. The scientists who came up with the machine are showing it off at the Brilliant Boffin's Bazaar (or B3) in Tokyo next week. This is an excellent opportunity to steal the machine and kickstart the evil research program.

Fool the Press

Location: Europe

Required Resources: 2 Valets

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25

Description: The alliances know about the research machine theft, and they won't rest until they've stolen it back. A cunning duplicate fools them into thinking that they've stolen the real thing. Make sure that the alliances know who was responsible for the theft by breaking into the London Messenger's print works and changing the headlines. This should ensure that a lot of retrieval experts are dispatched to the island to steal the (fake) research machine.

Frikken Laser

Location: West Coast

Required Resources: 2 Technicians, 2 Guards

Heat: 20 Notoriety: 5 Time: 4 min.

Henchman Experience: 25

Description: The research machine is useless without research equipment with which to perform experiments. The laser is a relatively new invention that has the potential to revolutionize the world of science. By stimulating a research sample with bursts from a high-intensity industrial laser, new research options can be pursued. Steal the experimental laser from the research lab where it is currently kept.







Snatch 'n' Grab Job

Now that you have a functional laboratory with a staff of science minions busy crafting high-tech doodads to help further your evil empire, turn your attention back to one of the more primal instincts of an Evil Genius: robbin' 'em blind.

This objective proves to the world that its greatest treasures are never safe from your clutches, because you have the will and the means to steal anything your twisted little heart desires. And right now, your heart desires six rare treasures called überloot.

The überloot is distributed throughout the world, consisting of such beautiful artifacts as the Ark of the Covenant, a sarcophagus, and samurai armor drenched in ancient blood. Archaeologists say that treasures like these belong in a museum, but your inner sanctum will just have to do.

In addition to scouring the globe for these rarities, you must also greatly increase your cash flow. Sure, you've been pilfering and embezzling for some time now, but now it's time to steal big. You must maintain a high influx of cash for a sustained period of time to prove your adeptness at thievery—and besides, after building that tricked-out laboratory for those white coats, you could use the payday.

Just remember that such outrageous acts of theft invite retribution to your doorstep. To complete this mission, you must play both offensively and defensively, because while you're out grabbing all you can get, the good guys are headed your way to grab it back.

Level Objectives

- There are six pieces of überloot, but you only need to steal four of them. Each alliance has at least one of the treasures within its borders so search them out and bring them home to daddy. (Or momma, if you're playing as Alexis.)
- You must now generate, through world thievery, at least \$10,000 in gold every minute for a total of five minutes.
- While stealing the money, you must continue to hold on to at least four pieces of überloot. If one is stolen back, you must reclaim it and restart the cash-siphoning process.



Acts of Infamy

There are six required Acts of Infamy in this objective, one for each piece of überloot. But while you're out there plotting, trying to uncover the location of the artifacts, you undoubtedly unlock other Acts of Infamy. Several of these are opportunities to spirit professionals back to your base so you may train minions in new, advanced careers.

For now, don't sweat the Heat you take from kidnapping spin doctors, diplomats, biochemists, and quantum physicists. You want to initially concentrate on military minions, like mercenaries and marksmen. Their talents prove invaluable as you fend off the inevitable attacks that result from your stealing.

💢 Überloot: Ark of the Covenant

💢 Überloot: Arthur's Excalibur

🂢 Überloot: Eiffel Tower

🂢 Überloot: Million-Dollar Bill

💢 Überloot: Mummy's Sarcophagus

💢 Überloot: Samurai Armor

X Kidnap Militia Leader

Capture Mercenary Soldier

Capture Marksman Specialist

Seize Military Sniper

New Objects		
Item	Price	
Biochemist Workshop	\$20,000	
Diplomat Trainer	\$20,000	
Electron Microscope	\$20,000	
Heavy Rifle Cabinet	\$10,000	
Heavy Shooting Range	\$10,000	
Shooting Range	\$20,000	
TV Studio	\$10,000	

Objective Walkthrough



Remember that you cannot just traipse around the world and collect the überloot unchallenged. Check the next objective, as events from both occur at the same time. You must be prepared for some of the trouble that is coming to your base unannounced.

When you begin this objective, two überloot Acts of Infamy are already available to you: Million-Dollar Bill and Eiffel Tower.



Exercise a little self-control here. Just because you can grab these two pieces of treasure doesn't mean you should send your minions right into battle. Four other überloot objects are up for grabs, and each one has its own level of danger.

For example, stealing Excalibur from Europe only takes two minutes, and that completion time drops if you assign extra science minions to the task. In fact, Excalibur is a good grab because it has a very low Heat rating. Apparently the Lady of the Lake doesn't have good enough ties with the alliances to warrant a bigger response.



Remember these things when deciding which piece of überloot to grab—and when:

- Plotting to find the überloot Act of Infamy increases the amount of Heat in the region. Once your science minions uncover the überloot, you may want to back off for a while until the region stabilizes.
- Notoriety is the same for each Act, so just balance the Heat with the amount of time it takes to complete a mission. If you need to send a big team into a region for an extended period of time, consider that enemy agents from that alliance are likely to arrive at your island soon. They may get there before your minions can return to the lair. And if you had a lot of military minions out on assignment, that could be disastrous.
- lepha You can minimize completion times by assigning multiple science minions to the Act of Infamy.
- \mathbb{X} You can minimize Heat by assigning multiple social minions to the Act of Infamy.
- \times You multiply the chances of success if a henchman goes along for the ride.

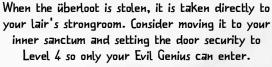
You know where the million-dollar bill and the Eiffel Tower are located. Plot in these territories to uncover the remaining four pieces of überloot.

Überloot		
Überloot	Territory	
Ark of the Covenant	Central Russia	
Arthur's Excalibur	Europe	
Mummy's Sarcophagus	Middle East	
Samurai Armor	North China	



OBJECTIVE 4: LOOT AND PILLAGE







While you only need four pieces of überloot to satisfy this objective, consider stealing five—or even all six. Not only does the überloot have stat-replenishing powers, but you also are likely to encounter some thieves trying to steal back the treasure.

After you snatch up the required number of überloot pieces, you must pump up your revenue stream for five minutes to achieve the objective. Unfortunately, thanks to your stealing binge, the world is pretty bent out of shape with you.

Lay low for a little while and concern yourself with facets of the next objective and building up your ranks while the alliance Heat levels drop. When you finally decide it is calm enough to go for it, you see enormous spikes in Heat from your insane thievery that take a long time to cool off.

Recommended territories to steal from:

Midwest

Pacific Allies

Middle East

💢 Europe

South Africa



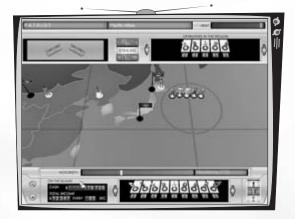
Once the Heat from the überloot has blown over and you have interrogated the three enemy agent teams in the next objective for their information on your potential doomsday device, send out your stealing parties.







You only need \$10,000 per minute, so don't go overboard. Sure, stealing \$20,000 per minute would be great, but that would bring much more much Heat down on you while you have too many minions in the field. With your ranks thin back home, the lair would be too susceptible to attack.



Send a good mixture of minions to each territory. It's tempting to put an emphasis on military minions, because they steal more than other minion types, but resist spreading your military too thin. Should vengeful enemy agents attack your lair, you need some gun-toting minions back home to keep them at bay.



If you installed a door at your lair's entrance, this is a good time to jack the security up to Level 4. Your minions won't be able to grab the cash as it flows back to the island, but the extra security helps keep enemy agents outside.

When a minute passes, you can briefly open the doors to allow a minion to slip out and grab the cash. Just be sure not to lock him outside for too long, or enemy agents destroy him.





Evil Strategies

Don't be afraid to lay low. When the Heat is on, it's just not worth it to run out and steal cash and complete Acts of Infamy if it puts your lair under an extraordinary amount of risk from attack.

If alliance soldiers do manage to raid your lair and do great damage, take a breather from the main objectives and just concentrate on replenishing your forces. Heat will go down, and besides, you cannot hope to fend off attackers with a skeleton crew.

If you have not already installed fire extinguisher lockers in every corridor, do so now. Fires start becoming a lot more common than you would like. And you better make sure you have a fair supply of valets to use them, because they are the only minions who can put out fires.

Keep researching. Your technicians are always identifying new samples that can be experimented with, so don't forget to keep checking in on the laboratory. You never know what new invention could save your bacon.

You don't necessarily have to go after the easiest überloot. You'll be looking at these artifacts for the remainder of the game (unless they are stolen back), so pick the ones you like. If you have a taste for Egyptology, wouldn't you rather have the sarcophagus in your lair instead of some funny munny?

Required Acts of Infamy

Überloot: Ark of the Covenant

Location: Central Russia

Resources Required: 8 Guards

Heat: 20 Notoriety: 5 Time: 6:20 min.

Henchman Experience: 100

Description: H.A.M.M.E.R. has recently been scouting out potential missile silo locations in the mountains of Afghanistan. One eminently suitable location was discovered—a vast cavern with an entrance so well hidden that it was only stumbled upon by chance. In this cavern was discovered the Ark of the Covenant—previously thought to be irretrievably lost or even mythical. Relieve H.A.M.M.E.R. of the burden that such a discovery brings by stealing the relic.

Überloot: Arthur's Excalibur

Location: Europe

Resources Required: 4 Workers, 6 Guards

Heat: 10 Notoriety: 5 Time: 2 min.

Henchman Experience: 100

Description: An English rambler has just discovered Excalibur, the legendary sword of King Arthur, on the shore of a remote Scottish loch. After a summer of unusually hot weather, the loch's waterline receded, revealing the submerged sword. Police have cordoned off the site while archaeologists and historians examine the find, but a determined attack force should be able to steal the relic despite the security presence.





Überloot: Eiffel Tower

Location: Europe

Resources Required: 4 Technicians, 4 Valets

Heat: 15 Notoriety: 5 Time: 6:20 min.

Henchman Experience: 100

Description: The shrink ray was successfully used to deal with the crime lord, and now the science team has managed to create a portable version that can be attached to the helicopter. Interrupt the Bastille Day celebrations in Paris by shrinking and stealing the Eiffel Tower, then revel in the chaos and national indignation.

Überloot: Million-Dollar Bill

Location: East Coast

Resources Required: 8 Valets

Heat: 10 Notoriety: 5 Time: 7:20 min.

Henchman Experience: 100

Description: In an extraordinary vanity project, the president of the United States last year printed a million-dollar bill with his own face on it to commemorate the 4th of July. The bill is not valid tender, but because only one exists—and because it is so highly valued by the president—it would be an extremely prestigious item to own. Punish the president's narcissism by stealing his treasured possession.

Überloot: Mummy's Sarcophagus

Location: Middle East

Resources Required: 4 Technicians, 4 Guards

Heat: 20 Notoriety: 5 Time: 6 min.

Henchman Experience: 100

Description: Archaeologists have recently uncovered the tomb of a previously unknown pharaoh in the Valley of the Kings. The prize find was a fabulous mummy case, embossed with gold and studded with precious stones. The sarcophagus has been moved to a Cairo museum, where it is to go on display in a week. Steal it before the public gets a glimpse of it—this should make the relic even more prestigious.

Überloot: Samurai Armor

Location: North China

Resources Required: 4 Valets, 4 Guards

Heat: 15 Notoriety: 5 Time: 4 min.

Henchman Experience: 100

Description: A respected samurai was felled by the Chinese during the Sino-Japanese War of 1894 to 1895. Although China was ultimately defeated, this samurai's armor became a symbol of Chinese defiance and a source of national pride. It is currently kept under constant guard in the Forbidden City in Peking. Infiltrate the Forbidden City and liberate the samurai armor.



Doomsday Plotting

Your minions are busy jet-setting around the planet in a mad attempt to collect the world's priceless artifacts: überloot. And while these beautiful rarities are certainly going to be cherished pieces in your collection of stolen items, you need to always keep your eyes on the real prize: planet Earth.

This objective blends into the previous one, Loot and Pillage. Things can get confusing, because you must manage both objectives as well as keep up minion management and power supplies, and continue the R&D advances in your laboratory. But you must concentrate, as the sub-objectives of this chapter have far-reaching effects.

It is time to start gathering the required information for building a doomsday device, a machine of such terrible proportions and monumental ill will that the world will buckle to your every demand to prevent you from unleashing its awesome power. There are three potential doomsday devices, but while you have ideas, you need stolen research from the world's top scientists to bring your plans to fruition.

When you begin the objective, you currently have the germ for each doomsday device idea. You need two additional pieces of information to complete the plans. To fulfill this master plan, you must seize the info by any means necessary. Fortunately, a few shreds of relevant information are close by.

Unfortunately, they're closer than you think.

Level Objectives

The world already considers you a dangerous presence, but you must reach the Insane level of Notoriety. Raise your rating to 200 and watch the world squirm.

There are three potential doomsday devices—the plans for each device require three pieces of information. You already have one piece of information for each device; you need to secure the other two to fully pursue the plan. You must look for the information in the world via Acts of Infamy, or get it out of the enemy agents patrolling your shores.

Acts of Infamy

This objective has only three necessary Acts of Infamy for completion, but none is easy to carry out. For one thing, unless your Notoriety is at 200, they aren't available, no matter how much you plot. Once you are at 200, and you have extracted the information out of invading teams, you can pursue these three Acts:

💢 Acquire Some Doomsday Device Data

X Acquire Some Doomsday Device Data

X Acquire Some Doomsday Device Data



Objective Walkthrough



While flying around the world to steal high-profile überloot, you must keep a constant eye on your lair. Masterplan Machinations and the previous objective, Loot and Pillage, unfold at the same time. If you ignore the events in this objective while grabbing arks and mummies, your lair and minions suffer greatly.

You already have three of the nine required pieces of information relating to potential doomsday device plans. The remaining six must be taken with force. Three pieces of information are procured during Acts of Infamy, which you perform later in the objective.

The other three arrive at your doorstep—fully armed. There are three teams of enemy agents that arrive on your island to wreak havoc, and unless you attend to them as soon as you see their red dots appear on the mini-map, they slaughter your minions and sabotage your equipment.

Each one of these teams, though, is in possession of one of the required piece of information. Why they so foolishly have this ultrasensitive intelligence on their person while near your base is a major lapse in judgment, but it's one that you can take advantage of.



It is extremely helpful to have a few highly trained military minions, like mercenaries and marksmen, in your ranks to take care of these encroachers.



OBJECTIVE 5: MASTERPLAN MACHINATIONS



When you see the red dots on your mini-map, immediately click to that location on the island. Intercept these agents before they reach your lair's perimeter.



Each member of these squads possesses the same piece of information for your doomsday device. If you click on the agent, you can see which of the three equations his information is a part of.



Tag all of the squad members for death—except one. Tag one of the agent for capture so he can be brought in for questioning. If you slaughter the whole team, the information dies with them and you must wait for another team to arrive, which opens another opportunity for the Forces of Justice to do damage to your base.



Once you manage to capture one of the intruders, interrogate him. By now, you should have a fully operational laboratory. Direct your minions to torture the agent in one of the experimental apparatuses to extract the information.



Repeat this process two more times on different teams of enemy agents to capture three pieces of relevant doomsday information. Once you have all three pieces of information, you can move on to the final tier.

You must raise your Notoriety level to 200. Then the world recognizes that you are insane—a twisted despot capable of anything.



Because the next part of this objective requires that you raise your Notoriety, try to minimize the amount of Heat on your organization while interrogating enemy agents. If any of the team members make it off the island alive, they report back to their alliance.



Grabbing the überloot certainly helps bump up your Notoriety, but you must undertake more Acts of Infamy, such as Raid Secret Submarine Pens, to secure your rank.



Even if you are low on funds right now, stop stealing temporarily. Stealing draws extra Heat, and you need to lay as low as possible while terrorizing the world.



When your Notoriety reaches 190, immediately recruit another henchman to aid in your evil endeavors. You want the extra set of hands to help fend off enemy agents as they swarm your island.

OBJECTIVE 5: MASTEAPLAN MACHINATIONS

SUPER AGENTS

As you become more notorious, you attract the attention of the alliance's super agents. These dogooders have as much strength and potency as your henchmen and they do not hesitate to use it on your minions and lair.



You initially see super agents, such as Mariana Mamba and Jet Chan, appear on the world map in regions where you are working. When a super agent appears in a territory you are occupying, they do serious damage to your minions.

As soon as you spot the super agent, hide—even if you are in the middle of an Act of Infamy. The super agent decimates your minions as they connive and steal; it's better to start over later on a specific act than have the super agent wipe out your ranks and force you to recruit and train new minions.

Sometimes, these super agents pay visits to your island. This is when the real trouble starts. Their initial arrival is marked with a title screen, but future visits are only indicated by an ominous jingle.

Super agents can kill minions at an incredible rate. When one is on your island, you have really only two options: pre-emptive strike or ignore them, in hope they will just leave the island of their own accord. Sometimes they just tour the island to make sure nothing obviously evil is happening. Do not engage in any violence outside your lair when they are walking the island, as this immediately attracts their attention.



If you decide to attack the super agent, be careful not to use your henchmen exclusively. If a super agent kills a henchman, the henchman loses one of his or her three lives permanently. It's better to lose a few minions than the entire services of a henchman.



If the super agent goes into attack mode, you're much better off capturing than killing the agent. (Death is only temporary for a super agent anyway.) Capturing is easier, and torturing them is fun to watch—especially for your Evil Genius. After capturing and throwing a super agent in a holding cell, direct your minions to interrogate the agent on one of your lab's experimental apparatuses, such as the laser or impact stress analyzer.



SUPER AGENTS (CONT'D)

This kind of pulverizing drastically reduces the super agent's stats. Once the torture is complete, one of your minions deposits the motionless body outside. When the super agent recovers, he or she flees to the alliance HQ. Expect a return visit, though, when you raise the Heat with that alliance again.

Fortunately, there is a way to deal with each of the five super agents on a permanent basis. Each super agent has a weakness that, if exploited, insures you're never bothered by that agent again. Defeating a super agent is a bonus objective, and all five methods are detailed in the bonus objective chapter.



As soon as your Notoriety has increased to 200, finish off this objective. But if you have not completed stealing the required pieces of überloot by now, do not continue this objective until you have done so. No more teams of agents associated directly with this objective storm your island, so you can give the überloot task your attention without worry of attack (at least not above what you would normally expect for causing trouble).

Three special Acts of Infamy must be uncovered and completed to get the final three pieces of information regarding doomsday devices. You must send teams of plotting science minions into these territories:

Cuba

X Australasia X North Africa



Wait until the Heat from plotting dies down with the alliances of these regions before attempting these Acts of Infamy.

Once you uncover the three Acquire Some Doomsday Device Data Acts, you can send in teams to steal the information. Little Notoriety is achieved by stealing the information, but plenty of Heat. Make sure you send along a social minion or two to minimize the amount of Heat from the acts.





Make sure you collect every single bit of Doomsday Device information. There are three sets of information, and each of those corresponds to a piece of laboratory apparatus that gets unlocked on Island 2. You have to collect at least two sets, but if you don't get the third, you'll only get two from the Al supercomputer environment chamber or greenhouse. This will limit your research, as well as limiting your choice of Doomsday Device.



DAJECTIVE 5. MASTEADLAN MACHINATIONS

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Once you have acquired the final three pieces of information, you have the power to initiate the next phase of your doomsday device program. Unfortunately, you discover that your current facility is ill equipped to house such an enormously evil enterprise. You need to move.



Another island offers better real estate for your plans, and lucky for you, it's both remote and available. The only drawback is that you cannot just teleport all of your belongings to the new island. You can take your minions, but you must abandon your rooms and objects.

On the World Domination screen, there is a new button: New Island. As soon as you are ready to evacuate the base, click on the button to start the move.

As soon as you confirm the evacuation, your minions file out of your lair and get on a boat to leave. This leaves the oncebustling base eerily still. Because all operations cease immediately, be sure that there are no active experiments. Interrupted experiments cannot be restarted immediately on the next island because you have no lab, nor have any of your science minions identified objects for research. You start from scratch on everything.





When all your minions are on the boat, you must direct your Evil Genius to the port. Confirm that you are ready to depart, and you are whisked away to your new island.



Before moving islands, it's a good idea to destroy absolutely everything in your base. You get a go percent refund on all objects destroyed, which should set you up with a nice nest-egg for starting out on the second island.





Evil Strategies

- Science experiments do not raise any Heat and can be done quietly in the background without interrupting the objective. As soon as your science minions identify an object for research, consult the formulas table to see if you can make something useful out of it.
- Super agents can really thin your ranks. If you have a super agent on your island and you are running low on a particular type of minion, such as valets, send one to a territory and make him hide. In case the super agent gets inside and starts thrashing your men, you have one minion safe who can train new recruits after the super agent is gone.
- While you only need to reach 200 Notoriety to complete this objective, push for 230. At this level, you can recruit your fourth henchman. With as much Heat as you draw in the next objective, the extra help is useful—maybe crucial.

Required Acts of Infamy

Acquire Some Doomsday Device Data

Location: Cuba

Resources Required: 4 Spin Doctors

Heat: 20 Notoriety: 1 Time: 7:20 min.

Henchman Experience: 25

Description: H.A.M.M.E.R. has just delivered a new fleet of Soviet submarines to Cuba. The president has declared today a national holiday, and is holding a dockside party to celebrate the arrival of the submarines, which are moored just offshore. Wait for the alcohol to start flowing, then sneak on board one of the submarines and steal some weapons blueprints that should help with developing a doomsday device.

Acquire Some Doomsday Device Data

Location: Australasia

Resources Required: 4 Mercenaries

Heat: 20 Notoriety: 1 Time: 7:20 min.

Henchman Experience: 25

Description: An intercepted 5.A.B.R.E. transmission indicates that a large proportion of the 5.A.B.R.E. weapons research division is being relocated to Perth in the belief that they will be able to maintain secrecy more easily in Australia. Their personnel and equipment have already made the move to Perth, but they haven't yet fully secured the new lab. Break in and download some weapons schematics to help with developing a doomsday device.

Acquire Some Doomsday Device Data

Location: North Africa

Resources Required: 4 Scientists

Heat: 20 Notoriety: 1 Time: 7:20 min.

Henchman Experience: 25

Description: A plane belonging to 5.M.A.5.H. has just crashed in the Sahara. The flight record indicates that the passengers were all top-ranking 5.M.A.5.H. scientists on their way to a conference on superweapons. Go to the crash site and recover the black box to get a recording of all the conversations that went on in that plane—there should be some juicy info that will help with developing a doomsday device.



From the Ground Up

You arrive on your new island, a lush jungle paradise compared to the arid hot spot you previously called home. And now you must set up camp all over again. Fortunately, you still have all of your funds from before—but you have none of the stuff you bought with it. There is a considerable trade-off for this massive inconvenience. The center of this island is a dormant volcano. Its empty cone would be a perfect staging area for a giant rocket that can deliver your doomsday device anywhere in the world.

First, place your new entrance, and then slowly build up your base again. All the rooms you unlocked previously are available, so now you can really plan out your lair rather than add rooms as you receive the blueprints. With your minions wandering the island, it might be a good idea to build a barracks right away.

As soon as you have your base in reasonable shape, you need to rebuild your laboratory. Without it, you cannot seek out and steal the Codex of Knowledge. This special tool is the key to fleshing out the remaining details of your doomsday device plot. The Codex is an incredibly complex repository of knowledge, and not even your brightest science minions have the minds to crack it. You must lure outside help to your island—and then hope they don't desert before they break the Codex's secrets.

Once the Codex is open, you must make one of the toughest choices of your evil career: How do you want to destroy the world? There are three possible doomsday devices, but unless you have the right equipment in your laboratory, your weapons program isn't going to get very far.

Level Objectives

- Build your laboratory as soon as possible so you can send your minions into the world to steal the famous Codex of Knowledge.
- The Codex is such a sophisticated tool that you cannot trust your science minions to harness its awesome secrets. You must bribe a mercenary scientist to come to your island and research the Codex for you.
- As soon as the mercenary scientist breaks the code of the Codex, he has a distinct change of heart. Eliminate the scientist before he can flee and alert his former employers of your nefarious plot.
- Use the secrets of the Codex with a piece of advanced laboratory equipment—greenhouse, environment chamber or Al supercomputer—to choose the doomsday device payload.
- Convert the empty crater into a rocket silo and begin the next phase of your doomsday device plot.



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Acts of Infamy

There are only two Acts of Infamy that you must complete to finish off this pivotal objective—Steal the Codex of Knowledge and win the assistance of one of the five alliance mercenary scientists, which you can achieve in one of several ways.

Steal the Codex of Knowledge

Employ Mercenary Scientist

X Entice Mercenary Scientist

Recruit Mercenary Scientist

Bribe Mercenary Scientist

Coerce Mercenary Scientist

However, you should definitely consider undertaking other acts, as they enormously help your cause. For example, martial artists are the military minions most adept at stealing, and since rebuilding your base in going to quickly deplete your funds, you want these competent thieves working on your behalf.

New Rooms		
Item	Price	
Hangar	\$250	

New Objects			
Item	Price		
Al Supercomputer	\$100,000		
Bio-Tanks	\$50,000		
Environment Chamber	\$100,000		
Greenhouse	\$100,000		
Dojo	\$20,000		

You will have a laboratory soon enough, and there are some amazing inventions you can produce, as long as you have the proper research samples. Objects like the gold enhancer and global stock market watchdog also help you maximize your funds, so make sure you reveal and complete these acts, too.

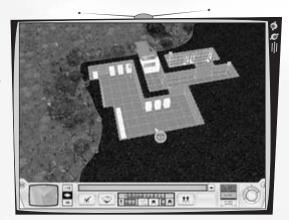
X Guatemalan Gold Rush

aribaldi Crown Jewels

Capture Martial Arts Master

Objective Walkthrough

As this objective begins, your Evil Genius and his team of minions have just landed on their new island. The minions pile off the boat and start milling around. Some stay near two corner shacks, where your gold and valuable holdings like überloot are being stored. Having these glittering goodies out in the open is no good, so you better get cracking on building that new lair.



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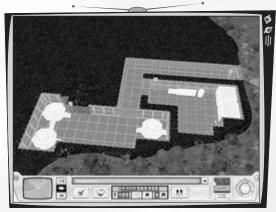
Building your new lair is painstaking and expensive, but it really gives you a chance to build up the joint the way you'd really like it. You have a chance to learn from any design mistakes from your previous lair, such as too-small training rooms, and make different decisions.



Really lay out your base in advance. You don't have to start building right away, so you can play with blueprints and leave all building commands on pause. Play with different designs and see what works best for you.



One of the first things you need to do is build a barracks so your minions have a place to hang out. Make sure you build some equipment like bunk beds or a multi-gym (which is unlocked with lab research) to keep the minions on their toes while they wait for the rest of the lair to be constructed.



Before building anything that consumes power, such as a control room, you need to build a power plant and install a few generators. There's no need to go overboard with generators just yet, because if you're both conservative with electricity and quick to build a lab, you can research and develop nuclear generators that are smaller and provide more power.



As soon as you have a power plant up and running, build your control room. Without it, you cannot harvest and process intelligence on the alliances. Be conservative at first with your purchases, as you need to save some money for a good-sized training room and laboratory.

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Because you are conserving funds, you do not need to build giant rooms right away. Just leave plenty of expansion space around each room you know will require it, such as the training room and the laboratory.



Before you send any minions on Acts of Infamy, have a training room built with the proper equipment to train up replacement minions should they be lost in the field. With so much riding on science now, you need to have plenty of laboratory workshops and chalkboards to train new technicians and scientists.



Do not leave your loot in the open for too long. Enemy agents begin combing your island soon—and they try to steal things. Build a strongroom as soon as possible to move your gold and precious items into. And when financially feasible, build an inner sanctum to store priceless objects, like überloot.



As soon as you have a working base, it's time to increase your cash flow. Start sending military minions into the world to grab cash.

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Thanks to the three sets of information you stole in the previous objective, you are able to purchase three major pieces of experimental apparatuses—greenhouse, Al supercomputer, and environment chamber. You can also research and develop the seventh experimental apparatus, the bio-tanks.

There's just one problem. All of this laboratory equipment is really expensive. It takes a lot of stealing to build up enough bank reserves to make these major purchases. This, of course, starts drawing Heat, so it's now a constant game of balancing Heat and greed. Steal some cash, then lay low and let the Heat subside. When it's manageable, start stealing again.



The advanced experimental apparatuses take up a lot space, so be sure you leave enough room to



expand your laboratory to fit all of them.

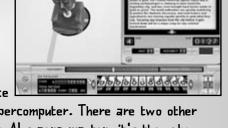


This is when having a martial artist is extremely important. If you can build up a small team of them, you can distribute them in the world's richest regions and really start pulling in some serious cash.



Be sure to plot in South America long enough to reveal the Guatemalan Gold Rush Act of Infamy. The resulting loot of a successful mission, the Aztec amulet, can be researched with experimental apparatuses to create the global stock market watchdog, which really speeds up cash shipments.

The easiest way to create this item is to steal the amulet, place it in your lab so science which the Algebra



minions see it right away, and build the Al supercomputer. There are two other ways to build the machine, but if you have the Al supercomputer, it's the only experimental apparatus you need.

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As soon as you have a fully operational laboratory with all seven of the experimental apparatuses, take the next step in completing this objective: Stealing the Codex of Knowledge. This is not an easy task. The act generates a lot of unwanted Heat with H.A.M.M.E.R., and after completing it, you can expect a visit from that alliance's super agent, Katerina Frostonova.

To unlock the act, send a group of science minions to plot in Siberia. Unfortunately, this raises the region's Heat—but it does have a side benefit. If the science minions plot long enough, they uncover a mercenary scientist you can persuade to help decipher the Codex.



Because this is such a treacherous act, load up the region with minions who not only complete the required resources, but offer important backup. Extra social minions lower the amount of generated Heat, military minions provide excellent physical support, and having a henchman or two riding shotgun ensures success. You suffer losses, though. You may even lose one of your henchmen temporarily, so make sure you have enough support back at the lair should one or more super agents breach your defenses.

Once you have the Codex of Knowledge, place it in your laboratory. Put it against the farthest wall from the room entrance and be sure the lab has a security door. This is an item that thieves and burglars would love to steal back.

There is just too much Heat in Siberia to return for the mercenary scientist just yet. But searching the other regions for the other four possible mercenary scientists raises Heat in those areas, too. Instead, take the time to replenish your minions and train them to higher levels.





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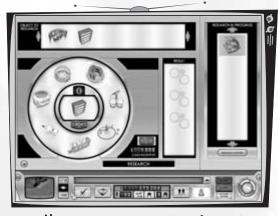
Once you have a full staff and the Heat in Siberia is down, return and bribe the mercenary scientist to join your organization. If the mission is a success, the mercenary scientist automatically shows up on your island and makes a beeline for the Codex of Knowledge in your lab.

You receive progress reports on the mercenary scientist's effort to research the Codex. When the mercenary scientist is approximately 60 percent finished, move a couple henchmen into the lab as a precautionary measure.

As soon as the mercenary scientist is finished researching the Codex, he changes his mind about joining your forces permanently. Regretful of his choice to help you, he attempts to flee the lab. Cut him down before he can even make it out of the laboratory, by having your henchmen nearby. Seeing as he's just a scientist, his Health is low enough that they can kill him almost instantly.

Depending on which of the advanced experimental apparatuses you have in your lab—and hopefully you splurged for all of them so you can research the latest technology—you can choose between three doomsday devices:

Al Supercomputer—Gravity Disruptor Environmental Chamber—Earthquake Beam Greenhouse—ID Eliminator



Now that the secrets of the Codex of Knowledge are yours, it's time to choose a doomsday device to pursue.





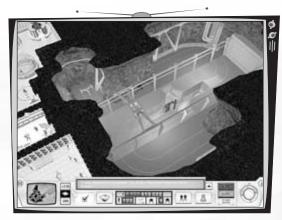
Once you choose a doomsday device, there is no going back. All three wreak havoc on the globe, though, so select the one you think sounds the most diabolical.

When you've selected a doomsday device, you are ready to begin the next phase of your plot for world domination. You must convert the dormant volcano into a massive rocket silo so you can deliver your deadly payload to the planet.

Evil Strategies

By now, Jet Chan and Mariana Mamba, the two super agents from 5.M.A.5.H. and A.N.V.I.L., have made repeated visits to your island. You finally have the technology to defeat them once and for all, ensuring they never darken your doorway again. Read the bonus objective chapter to uncover the methods of disposing of these annoyances.

Build the gold enhancer and global stock market watchdog as soon as possible.



When you are ready, click on the crater and choose to build the silo. Your construction workers throw a giant tarp over the crater and work diligently for a few minutes. When they are done, the tarp is pulled back to reveal the rocket silo.

Don't rush building your new lair. You don't have a third island to move to, so the construction decisions you make are final.

Required Acts of Infamy Steal the Codex of Knowledge

Location: Siberia

Resources Required: 5 Workers, 5 Guards,

2 Mercenaries

Heat: 35
Notoriety: 5
Time: 3:40 min.

Henchman Experience: 75

Description: Intercepted transmissions indicate that top H.A.M.M.E.R. scientists have been working in Severnaya on a project known as the Codex of Knowledge. The Codex is an advanced computational device that could well be the key to developing the doomsday device. Infiltrate the research station and steal the Codex, but be prepared for fierce opposition. A mercenary scientist is needed at some stage if the Codex is to be understood and used.

Employ Mercenary Scientist

Location: South Africa

Resources Required: 5 Workers, 2 Valets, 2 Spin

Doctors
Heat: 15
Notoriety: 1
Time: 4 min.

Henchman Experience: 50

Description: A brilliant scientist at a S.A.B.R.E. research facility in Cape Town has recently been making his dissatisfaction with the alliance very vocal. In an interview with the London Messenger, he poured scorn on his superiors for lacking vision. With a bit of persuasion, it should be possible to make this scientist defect and start work on deciphering the Codex.

OBJECTIVE G. AOAD TO DOOMSDAY

Entice Mercenary Scientist

Location: West Coast

Resources Required: 5 Workers, 2 Valets, 2 Spin

Doctors
Heat: 15
Notoriety: 1
Time: 4 min.

Henchman Experience: 50

Description: Hacking into the P.A.T.RI.O.T. employee records produced some interesting information. A talented young scientist has been repeatedly overlooked for promotion, much to his chagrin. When he lodged a formal complaint at this injustice, he was sent to a remote research laboratory in the Yukon as punishment. He is now quietly seething, and would no doubt welcome an opportunity to strike back at his employers. Persuade him to defect and start work on deciphering the Codex.

Recruit Mercenary Scientist

Location: Southeast Asia

Resources Required: 5 Workers, 2 Valets, 2 Spin

Doctors
Heat: 15
Notoriety: 1
Time: 4 min.

Henchman Experience: 50

Description: An eminent scientist at a laboratory in Hong Kong has recently voiced his unhappiness at the way his research plans are being meddled with. Although the laboratory is officially under British colonial rule, A.N.V.I.L. has taken a strong interest and is imposing its authoritarian rule on the scientist's research. Release the scientist from the clutches of A.N.V.I.L. by offering him the chance to help decipher the Codex.

Bribe Mercenary Scientist

Location: Siberia

Resources Required: 5 Workers, 2 Valets, 2 Spin

Doctors
Heat: 15
Notoriety: 1
Time: 4 min.

Henchman Experience: 50

Description: A celebrated H.A.M.M.E.R. scientist has become extremely disaffected with life under communism. His wife was dispatched to a gulag for attending an anticommunism rally in Moscow, and he now doubts she is still alive. If an approach is made, he should be more than willing to defect from his Vladivostok research facility and begin work on the Codex.

Coerce Mercenary Scientist

Location: Antarctica

Resources Required: 5 Workers, 2 Valets, 2 Spin

Heat: 15
Notoriety: 1
Time: 4 min.

Doctors

Henchman Experience: 50

Description: In an isolated research station on the Larson Ice Shelf, a lone scientist toils away, analyzing an interminable series of ice cores. The boredom is slowly driving him to breaking point, so it should be possible to persuade him to abandon his current research and turn his analytical skills to the Codex.





Resource Management

If you thought the world's alliances were perturbed at you before, wait until you pull off this next trick. With your island lair expanding and the science secrets of the world now at your fingertips, it is time to start physically assembling your rocket program in the center of your island retreat.

Unfortunately, the resources to build a rocket program are a little scarce in this tropical paradise. Unlike the inhabitants of "Gilligan's Island," you cannot build a multistage orbiting rocket with coconut shells and palm tree fronds. You must send teams of minions into the world to steal precious resources from the five alliances. Once these are brought back to the island, your science minions can synthesize them into the materials required to construct a working rocket.

However, there is an immediate problem that must be dealt with before you can get back to your regularly scheduled pilfering. The world's alliances have dispatched five ambassadors to your island to check things out, talk to a few people, and see what information they can bring back. You must intercept and interrogate these ambassadors.

After a stern talking-to, the ambassadors give up enough government secrets and scandals that you can install your own moles inside each alliance. The alliances don't take your infiltration of world governments and theft of coveted resources lightly, though. When these criminal activities really get under way, expect wave after wave of ferocious assaults on your lair.

Level Objectives

- To build your rocket, you need precious resources that are unavailable on your island—titanium, rocket fuel, top-secret ore, precision-cut diamonds, and high-tech polymers. You must infiltrate and take over the five facilities across the globe that produce these materials, and steal 25 crates of material to begin the rocket program.
- A P.A.T.R.I.O.T. diplomat is currently visiting the island. Capture and interrogate the diplomat until he gives up enough secrets for you to install one of your diplomats in his government.
- X A H.A.M.M.E.R. diplomat has arrived on the island. Capture and interrogate him until he gives up secrets that allow you to install one of your diplomats in his government.
- An A.N.V.I.L. diplomat is vacationing on the island. Kidnap and interrogate the diplomat. He gives up enough secrets to let you install an evil diplomat in his government.



- A S.A.B.R.E. diplomat has touched down on the island. Capture and interrogate the diplomat until he gives up enough secrets to install a duplicitous diplomat in his place.
- A 5.M.A.S.H. diplomat has arrived unexpectedly on the island. Seize and interrogate the diplomat until he gives up enough information that you can send one of your own diplomats to fill his vacancy.
- Plant a diplomat in the U.S. Senate.
- lepha Send one of your diplomats to infiltrate the British consul in India.
- Fly a diplomat to Singapore and replace the missing ambassador.
- Send a diplomat to Uruguay to fill the vacancy.
- Install a diplomat in the Soviet cabinet.

Acts of Infamy

This objective requires 10 Acts of Infamy—and none are available when you begin. You must plot to uncover the Acts, which in itself generates a lot of Heat. Make sure you keep bouncing a team of science minions across the globe to discover the 10 Acts.

Once you have discovered the Acts, you soon find that they generate a lot of Heat, too. In fact, the repeated runs you must make on the resource facilities to get the 25 crates send your Heat through the roof, so make sure you don't overextend your military minions and henchmen. They are needed back home when the Forces of Justice pay an unwelcome series of visits.

Swindle a Seat on the S.A.B.R.E. Council

💢 Bribe a Place on the P.A.T.R.I.O.T. Council

Blackmail a Seat on the A.N.V.I.L. Council

Plant an Agent on the H.A.M.M.E.R. Council

Infiltrate and Coerce S.M.A.S.H.

Steal Oil from ESKO Oil Refinery

Buy Out De Laagers Diamond Mining Inc.

X Take Over Wyotech Advanced Polymers

imes Infiltrate A.N.V.I.L.'s Top-Secret Ore Mine

X Acquire Peruvian Titanium Source

New Objects		
Item	Price	
Rocket Stage 1	\$50	
Rocket Stage 2	\$50	
Rocket Stage 3	\$50	
Rocket Stage 4	\$50	
Rocket Stage 5	\$50	

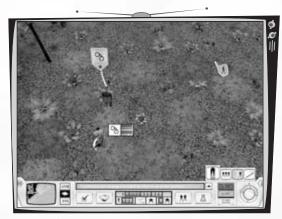


Objective Walkthrough

Your level of Heat should be calming down around the world, as much of the previous objective was achieved on your island. If you did double duty in Russia—stealing both the Codex and a mercenary scientist—you may wish to avoid that alliance's regions for a little while.

Fortunately, this objective gives you plenty to do at first on your island, as the five alliance ambassadors arrive almost immediately. While you are busy kidnapping and interrogating them, your Heat levels continue to drop, unless you're out stealing like, well, a madman.





The five ambassadors show up on your mini-map as purple dots. Some wander the jungle outside your lair, others brazenly walk through the front door. Issue each ambassador a Capture Tag, not a Kill Tag.



When your minions take the ambassador back to the armory, interrogate him in the chair as you would any professional to train up a new minion type. Once each interrogation is complete, you are free to infiltrate the ambassador's alliance and install your own diplomat.

OBJECTIVE 7: GLOBAL (HAOS



If you have not already kidnapped a diplomat and trained your own, now is the time to do so. You need to have at least one diplomat of your own to complete the five Acts of Infamy that let you seat yourself on alliance councils.



Once you have kidnapped and interrogated the five ambassadors, send a team of science minions to the following five regions to plot until they uncover the diplomat-switcheroo Acts:

Southeast Asia

X South America

X Eastern Bloc

X East Coast

The Subcontinent



These diplomat Acts are time-consuming and produce an abundance of Heat, so be sure to send along extra science and social minions to reduce those potential threats to your success.



Be careful about sending massive numbers of minions to a region for any of the Acts of Infamy in this objective. If they arrive and are not sent in on the Act immediately, the Heat from the region's alliance skyrockets before you can even get to work. This not only causes problems at the lair, but it also quickly attracts the attention of that alliance's super agent.



Once you have managed to infiltrate all of the alliance councils, turn your attention on your rocket program. You must plot and uncover five more Acts that provide you the resources to create the rocket's five parts. Each part takes five crates from the resource-producing facilities, found in these regions:

South Africa

Midwest

💢 Eastern Bloc 💢 South America 💢 Central Asia

STEALING BIG

Just uncovering these Acts generates some Heat, but actually fulfilling them brings great and furious anger down on your island. Do not attempt these Acts unless you are at full minion capacity and have a decent number of military minions to protect your lair during the upcoming attacks from enemy agents.



You need 25 crates to build the rocket. Each run on these Acts lasts only 30 seconds, but you must undertake the Act multiple times to get several crates out of the region. As long as you have minions there, the Act keeps repeating until you pull out or your team is killed off. Each time you complete the Act, your Heat with that alliance soars and enemy agents from that region are sent to your island.

The best strategy is to stick with it as long as possible in each region. Work on the Act until all of your minions are dead or you have completed the Act at least five times. Then immediately pull any remaining minions out of the region—don't even leave one man to steal.

You can't work in that region for some time, as it takes some time for the Heat to die back down. It is a good idea to include an extra social minion or two to help minimize the Heat.

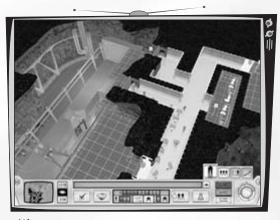


OBJECTIVE 7: GLOBAL (HAOS



While the crates are being collected, prep the rocket silo back at your base. Your minions place the crates in your freezers and strongrooms until they have a way to get into the rocket silo and deliver the goods to the attending science minions.

Build corridors that lead into the silo area, marked by dirt along the edges of the crater that can be mined through. Draw up blueprints for a corridor that go right up to the edge.



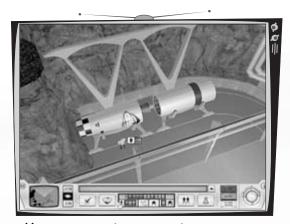
When the corridors are complete, your minions automatically start transferring the crates into the rocket silo.



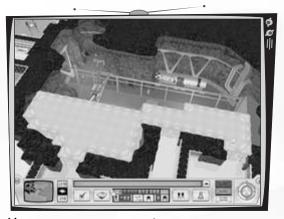
As soon as the corridors are in place, lay down plans for a hangar over the rocket silo.







You can now click on the rocket silo as if you were going to purchase and install objects. For each five crates you place in the silo, you can buy one stage of the rocket. There are five stages. When you have 25 crates in the silo, your science minions can synthesize all five pieces of the rocket and the objective is complete.



Your nearly operational rocket silo is almost ready for prime time. All you need now is a few last bits of science to finish the job, and then you can finish your master plan for world domination.

Evil Strategies

- Super agents visit your lair with greater frequency now, thanks to all of the Heat your activities have generated. If possible, do what you can to defeat these do-gooders on your own terms. Research the means of destroying super agents in "Bonus Objectives," later in this section.
- You have to lay low for a while in this objective. Heat is just too high, thanks to your evil intentions. While you wait for the alliances' ire to drop, keep busy at the lair by fighting off enemy agents, perfecting trap systems, and installing surveillance networks.
- If you notice your minions aren't training as quickly as you'd like them to, try moving the training equipment or placing a piece of überloot in the middle of the training room. This helps boost their Attention and keeps them on task.
- Keep the Notoriety coming. You can recruit new henchmen at 300 and 400, and their talents are most helpful in turning back the squads of enemy agents that land on your island during this objective.
- Keep the research process moving along. If you notice a lull in activity, your science minions have likely run out of items to research. Engage in Acts of Infamy to bring in new loot, such as the chameleon cloth or the pete bog.

OBJECTIVE 7: GLOBAL (HAOS

Required Acts of Infamy

Swindle a Seat on the S.A.B.R.E. Council

Location: The Subcontinent **Resources Required**: 1 Diplomat

Heat: 20 Notoriety: 1 Time: 5 min.

Henchman Experience: 50

Description: After interrogating and disposing of the high-ranking government worker, use the knowledge he provided to install a diplomat on the 5.A.B.R.E. council. The government worker mentioned a contact of his who has the means to rig an electoral ballot in our favor. Send a diplomat to talk with this contact, and we should be pulling strings on the 5.A.B.R.E. council in no time.

Bribe a Place on the P.A.T.R.I.O.T. Council

Location: East Coast

Resources Required: 1 Diplomat

Heat: 20 Notoriety: 1 Time: 5 min.

Henchman Experience: 50

Description: Some useful knowledge was gleaned from the interrogation of the high-ranking government official. The public approval rating of the senator from Illinois has dropped like a stone since he made a number of unpopular decisions. He knows he won't be in office for much longer, and is looking to make a quick buck by selling his power while he still has it. Send a diplomat to bribe him into gifting us with a position on the P.A.T.R.I.O.T. council.

Blackmail a Seat on the A.N.V.I.L. Council

Location: Southeast Asia

Resources Required: 1 Diplomat

Heat: 20 Notoriety: 1 Time: 5 min.

Henchman Experience: 50

Description: Interrogating the high-ranking government official provided some interesting information about the peccadilloes of the prime minister of Singapore. This information would be extremely damaging to the prime minister's reputation if it were made public, so he'll do anything to keep it under wraps. Send a diplomat to blackmail the prime minister into giving us a lofty position in his cabinet and a seat on the A.N.V.I.L. council.

Plant an Agent on the H.A.M.M.E.R. Council

Location: Eastern Bloc

Resources Required: 1 Diplomat

Heat: 20 Notoriety: 1 Time: 5 min.

Henchman Experience: 50

Description: The high-ranking government official gave us a series of access codes before he succumbed to the rigors of our interrogation. Send a diplomat to sweet-talk his way into the centralized H.A.M.M.E.R. records department in Yugoslavia, and use the access codes to tweak a few files and add a new position to the H.A.M.M.E.R. council—a position that will, of course, have one of our own diplomats as its first incumbent.





Infiltrate and Coerce S.M.A.S.H.

Location: South America

Resources Required: 1 Diplomat

Heat: 20 Notoriety: 1 Time: 5 min.

Henchman Experience: 50

Description: Interrogating the high-ranking government official revealed some valuable information regarding the leader of Uruguay and his weakness for poker. Send a diplomat to meet with him on some trivial pretext, and then challenge him to a friendly game of poker once the "business" is out of the way. We'll cheat, of course, but he won't be able to stop until he owes us the equivalent of Uruguay's GDP. He then has no choice but to grant us a seat on the 5.M.A.S.H. council in return for canceling the debt.

Acquire Peruvian Titanium Source

Location: South America

Resources Required: 5 Guards, 4 Mercenaries,

2 Quantum Physicists

Heat: 30 Notoriety: 5 Time: 0:30 min.

Henchman Experience: 75

Description: The rocket superstructure needs to be incredibly strong if it is to survive the stresses of the launch. The science team has insisted that titanium be used in the construction to ensure maximum durability. There is a very productive titanium ore mine in Peru, but the owner refuses to bow to our will. He should start cooperating once we kidnap his pet llama, however. In return for its safe return, he gladly sends regular shipments of processed titanium to the island. The titanium is delivered to your freezer for safekeeping.

Infiltrate A.N.V.I.L.'s Top-Secret Ore Mine

Location: Central Asia

Resources Required: 5 Guards, 4 Mercenaries,

2 Quantum Physicists

Heat: 30 Notoriety: 5 Time: 0:30 min.

Henchman Experience: 75

Description: A quick hack into the A.N.V.I.L. database of satellite imagery revealed an interesting anomaly. The Le-Wu-Ting Shaolin temple in Lhasa is built on a material that does not match any spectrometer profile. We believe this material to be an incredibly rare ore that has very special properties, and could potentially be used to strengthen the rocket superstructure. Take over the temple and start shipping the ore back to the island for storage in your freezer unit.

Take Over Wyotech Advanced Polymers

Location: Midwest

Resources Required: 5 Guards, 4 Mercenaries,

2 Quantum Physicists

Heat: 30 Notoriety: 5 Time: 0:30 min.

Henchman Experience: 75

Description: Wyotech Advanced Polymers is dedicated to refining oil into plastic polymers that are both incredibly strong and flexible. Pay a visit to the company's headquarters in Wyoming and stage a hostile takeover. Once the processing plant is in your hands, start shipping the plastics back to the island. The polymers are highly heatsensitive and must be stored in your freezer until they are ready.

OBJECTIVE 7: GLOBAL CHAOS

Buy Out De Laagers Diamond Mining Inc.

Location: South Africa

Resources Required: 5 Guards, 4 Mercenaries,

2 Quantum Physicists

Heat: 30 Notoriety: 5 Time: 0:30 min.

Henchman Experience: 75

Description: The rocket superstructure features many small components that have to be designed and manufactured with great precision. Send some minions to the De Laagers diamond corporation headquarters in Pretoria, South Africa, and make the CEO an offer he can't refuse. The diamonds, used to focus the high-intensity lasers, will be shipped back to the island in crates and stored in your freezer.

Steal Oil from ESKO Oil Refinery

Location: Eastern Bloc

Resources Required: 5 Guards, 4 Mercenaries,

2 Quantum Physicists

Heat: 30 Notoriety: 5 Time: 0:30 min.

Henchman Experience: 75

Description: If the rocket superstructure is ever going to get off the ground, it'll need a tank full of rocket fuel. The Ukraine is home to E5KO—one of the biggest oil refineries in the world, and the biggest provider of rocket fuel to the Soviet space agency. Break into the complex's control room and hack into the system mainframe, then change the shipping address for the Soviet space agency account so that the fuel gets delivered to us instead. It is highly volatile and must be kept in the freezer until needed.







Countdown to the Countdown

The five stages of your new rocket have been built and are sitting in the silo, waiting to be assembled. But without some form of propulsion and a delivery system, your doomsday device is going to remain grounded.

You have twin goals now. First, you must risk your minions' necks again and send them into the world to uncover and steal plans for an experimental new rocket engine. Once you have the plans in your possession, your science minions can construct a propulsion unit for your rocket.

But that's only half of it. You must develop a satellite system to mount your doomsday device on. Without the ability to orbit above the planet, your doomsday device simply falls back to earth—or worse, floats away. Getting the satellite technology is much trickier than the engine plans, but there are three methods of doing so.

All three methods attract a lot of attention. Make sure you have a full headcount in your lair before starting out. You need some of the more advanced careers in this objective, such as the playboy, if you want to sweet-talk your way into Armageddon.

Level Objectives

- Plot in North Africa to uncover a rocket program currently under way in Casablanca. Of all the gin joints in the world...
- Steal and research the technology to develop a working satellite to serve as a delivery system for your doomsday device.
- Pilfer and research a top-secret piece of P.A.T.R.I.O.T. technology with three specific experimental apparatuses. The angered alliance will certainly send troops to get the technology back.
- Steal and research technology projects from A.N.V.I.L. and S.A.B.R.E., then research each with one specific experimental apparatus. Both alliances send agents to retrieve the technology, using any means necessary.
- Lure a Russian cosmonaut into your lair and then interrogate him on three devices to learn H.A.M.M.E.R.'s satellite technology.

Acts of Infamy

Because there are multiple ways to satisfy the objectives, you do not need to complete all of these Acts of Infamy. Before you attempt any of them, be sure you have the right resources and the Heat in that region has died down since the last objective.

igwedge Steal the Rocket Engine Plans

Lure the Cosmonaut

Steal the Gyroscopic Plasma Inducer

Steal the Electromagnetic Flux Transponder

Steal the Meteorite of Unfathomable Molecular Structure

New Objects			
Item	Price		
Playboy Trainer	\$20,000		
Rocket Engines	\$50		
Rocket Satellite	\$50		

Objective Walkthrough

The world is pretty sick of your meddling. Thanks to your efforts to steal the 25 crates of precious resources, Heat levels are through the roof with the alliances, and you're probably seeing a major increase in the number of enemy agents on your shores. Not only are there more agents, they are getting more skilled. Good soldiers and exceptional veterans are no longer uncommon sights on your island.



Just because there is a team of highly skilled agents on the island doesn't mean they will infiltrate your base. Several of the agent platoons actually just sneak around the perimeter and leave by their own volition.

If you issue Kill Tags and send your henchmen out to greet them, the team turns instantly into a violent bunch of warriors, and bloodshed ensues. You also score a lot of extra experience points for your henchmen this way. But that sometimes comes at the expense of a few minions who get in the way.





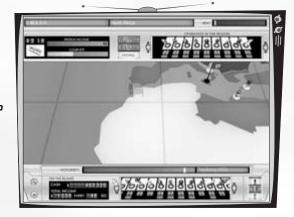


The first thing you need to do on this objective is steal the rocket engine plans. Send a team of science minions, including top-tier thinkers like quantum physicists, to North Africa to plot until the Act of Infamy is revealed.

Once you uncover the rocket engine plans in Casablanca, you must send a sizeable team of minions to the region to steal them. In addition to playboys and diplomats, include henchmen and science minions in the team. This prevents excess fatalities and cuts short the duration of the Act.



Stealing the rocket engine plans takes a suave touch. You need to kidnap the last of the famous international playboys and interrogate him to train your own army of smoothies.





Performing Acts of Infamy are certainly a lot safer if you have eliminated that alliance's super agent. For example, with Mariana Mamba out of the picture, you can swipe the rocket engine plans with a lot less of a headache.

SHORTH A THOUSE OF THE STATE OF



As soon as you have stolen the rocket engine plans, you can build a prototype unit in your rocket silo for a bargain.

The later half of the objective has three possible solutions. None is easier than another—that is, unless you have the exact formulas for researching the high-tech super-secret gadgetry you must steal from the alliances, or if you know exactly which three objects you must use to interrogate the cosmonaut.

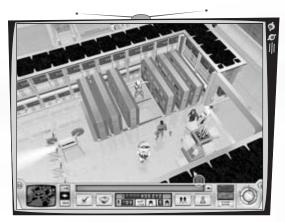


If you choose to go the cosmonaut route, there are two ways to grab him. Keep an eye out at the beginning of the objective, as the fellow might be taking a stroll in the jungle. He appears as a lone red dot on the mini-map, just like an enemy agent. Tag the cosmonaut for capture.



If he's not on your island, you can snatch the cosmonaut in his native territory: Central Russia. You need to send a team of science minions to reveal the Lure the Cosmonaut Act of Infamy before you send in the rest of your minions to pick him up. After completing the Act, you need to find the cosmonaut on your island and tag him for capture.





Once you finally capture the cosmonaut, you must torture him with three objects in the base.

To lower his stats, you must put him in each device at least twice.

To crack the cosmonaut, interrogate and torture him in the archives' bookcase and the mess mall counter with the big mixing bowl—the same equipment you used a while back to torture the Russian criminal mastermind. These devices lower the cosmonaut's Smarts and Attention.

As soon as the cosmonaut can barely think straight, really put him through the wringer. Zero out his health by torturing him in an experimental apparatus like the impact stress analyzer. When he breaks—and he will—he spills his guts about satellite technology.

This process is lengthy, and it comes with a huge problem. H.A.M.M.E.R. will send several teams of agents to free the cosmonaut. You must manage both the agents and the torture sessions. If you take your

eye off the cosmonaut for too long between sessions, he may escape. And if he gets a head start, you're up the creek. He's a fast, fast runner.

You can also choose to forget the cosmonaut, appropriate some supersecret technology gathered by P.A.T.R.I.O.T., and perform three experiments on it. Or you can gather up two tech samples from A.N.V.I.L. and S.A.B.R.E. and perform just one experiment on each.

There is a trade-off with each route. If you just snag the P.A.T.R.I.O.T. technology, you must fight off agent teams sent by the alliance while you perform three full experiments. This gives P.A.T.R.I.O.T. plenty of time to deliver several teams and certainly keeps your military minions and henchmen busy.

If you opt to go for the twofer, you cut down on the amount of experiment time, because you only have to perform one bit of research on each item rather than three. However, now you have teams of skilled agents from both A.N.V.I.L. and S.A.B.R.E. beating down the door.

Regardless of which technology you choose to steal, you must send science minions to that region to plot until the Act of Infamy has been revealed. The P.A.T.R.I.O.T. technology is in the Midwest. The S.A.B.R.E. technology is in Australasia and the A.N.V.I.L. technology is in Polynesia.

OBJECTIVE 8: DOOM(DAY BECKON)



Tip

Of these four options, it is easiest to go for the P.A.T.R.I.O.T. technology in the Midwest. We have the three required experimental apparatuses to perform the experiments, so you don't have to waste time by trying different science machines until you hit the right combination.



When you steal the P.A.T.R.I.O.T. technology, it automatically is taken to the laboratory where your science minions have immediate access to it. The three experimental apparatuses you must use to test the technology are the laser, the bio-tanks, and the environment chamber. You must research with each experimental apparatus individually.



When you steal the A.N.V.I.L. and the S.A.B.R.E. technology, they also appear in your laboratory shortly after the Act is completed. You must research each piece of technology once, and you can use the laser, the bio-tanks, or the environment chamber to do so. Research each piece of technology with a single apparatus individually.



Tip

The technology from these Acts has enormous stat-increasing power, so once the experiments are over, move the tech into key places in your lair so your minions feel the effects. You may even want to steal all of the technology just for the benefits.





While researching the technology, do not let your guard down. The decidedly nonplussed alliances send teams of skilled agents not only to steal back the technology, but also to cause any trouble possible inside your lair, such as setting charges and blowing things up.



As soon as you have either crushed the satellite secrets out of the cosmonaut or unlocked them from the alliance technology, you can click on the rocket silo and build your doomsday device delivery system for a song.

Evil Strategies

- Alliance agents are going to be regularly storming your base, so don't be hesitant to splurge on a few doors. A thick, secure door can give you the time you need to rush a henchman to the trouble spot and help deal with your foes.
- Super agents continue making visits to the island. They do not always cause a problem, though, so don't immediately sic your henchmen and minions on them. Sometimes the super agent just wanders the perimeter and takes off.
- If you don't have the required objects to torture the cosmonaut, such as the bookcase, don't spend the time or money buying and installing them. Time is of the essence, and you need to get that satellite technology as soon as possible, because the alliances are stepping up the agent deliveries to your island.

Required Acts of Infamy

Steal the Rocket Engine Plans

Location: North Africa

Resources Required: 4 Playboys, 4 Diplomats

Heat: 30 Notoriety: 5 Time: 3 min.

Henchman Experience: 25

Description: The rocket superstructure is useless without the engine. The science team has attempted to build an engine block from scratch, but their efforts have been pitiful. A blueprint of an existing engine design is needed if the doomsday device is to ever get off the ground. The French are known to be developing a rocket of their own in Morocco, their colony. Infiltrate their testing lab in Casablanca and steal the vital engine plans.



Lure the Cosmonaut

Location: Central Russia

Resources Required: 5 Guards, 4 Scientists, 2 Martial

Artists
Heat: 30
Notoriety: 1
Time: 4 min.

Henchman Experience: 25

Description: Yvgeny Abramovich is one of the most experienced cosmonauts in the world, and knows everything there is to know about rocket launch systems. If we can interrogate him, he can provide us with the information we need to construct the satellite and its payload. Abramovich is scheduled to take part in a launch on a Polynesian atoll later this week. Covertly break into the Soviet space agency in Moscow and change the coordinates of this island to those of our own. When Abramovich arrives, capture and interrogate him.

Steal the Gyroscopic Plasma Inducer

Location: Midwest

Resources Required: 4 Scientists, 4 Spin Doctors, 4 Mercenaries, 1 Diplomat, 1 Biochemist

Heat: 30 Notoriety: 5 Time: 3 min.

Henchman Experience: 25

Description: A number of people are convinced that P.A.T.R.I.O.T. has covered up a UFO crash landing at Roswell, N.M. This isn't something that would normally warrant attention, but some decrypted memos seem to actually vindicate these conspiracy nuts and their paranoid theories. P.A.T.R.I.O.T. has assembled something called a gyroscopic plasma inducer, based on alien technology. Steal this device and research it with your laboratory equipment to gain the knowledge needed to build the satellite and create its payload.

Steal the Electromagnetic Flux Transponder

Location: Australasia

Resources Required: 5 Spin Doctors, 5 Mercenaries

Heat: 30 Notoriety: 5 Time: 3 min.

Henchman Experience: 25

Description: A S.A.B.R.E. research facility in Sydney has perfected a device known as the electromagnetic flux transponder. Steal and research this technology to calibrate the satellite design. The payload is still needed before the satellite can actually be constructed, but sources indicate that a meteorite in Manila might provide the answer...

Steal the Meteorite of Unfathomable Molecular Structure

Location: Polynesia

Resources Required: 8 Scientists

Heat: 30 Notoriety: 5 Time: 3 min.

Henchman Experience: 25

Description: A meteorite crashed in the mountains outside Manila last week, and is making headlines for its unfathomable molecular structure. The scientists who analyzed the rock claim that it's unlike anything ever seen before on Earth. Steal and research the meteorite to develop the payload that will make the world quail. The payload itself is useless without the satellite that is used to control it—intercepted transmissions suggest that a helpful technology is in Sydney...





Tough Talk

In the life of every Evil Genius, there is a time when you just have to put up or shut up. That time is now. You have a rocket, an engine, a satellite, and a doomsday device. All that is left to do is announce your intentions to the world's alliances, sit back, and wait for them to grovel for mercy.

However, before you hit the airwaves, you better double-check that engine technology. It was experimental when you stole it, and it would be something of an embarrassment to threaten the world with potential annihilation just to have it sputter out in the basement.

Once the technology has been field-tested, and with some rather unexpectedly amusing results, it's time to command an audience. After installing a TV studio in the inner sanctum, your minions must set up a series of transmitters around the island to broadcast your evil signal. Once the world's leaders see just how crazy/serious you are about this global domination bit, they are sure to buckle like a belt.

Level Objectives

Install a launch button on the hangar catwalk above the rocket silo. When it is complete, your Evil Genius can fire up the rocket engines for a minute-long test to verify the system works fine.

When the test results have been verified, broadcast a message to the world via a TV studio inside the inner sanctum. You must build five transmitter aerials to carry the signal across the planet.

Acts of Infamy

There are no Acts of Infamy to complete for this objective.

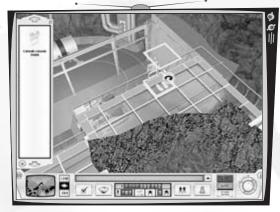
New Objects	
Item	Price
Catwalk Console	\$7,000
Evil TV Studio	\$10,000
Transmitter Aerial	\$1,000

OBJECTIVE 9: EVIL ULTIMATUM

Objective Walkthrough

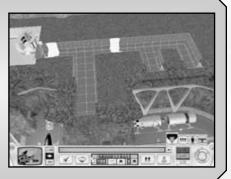
All of the actions in this objective take place directly on your island. Enemy agents from the alliances infiltrate the lair and try to interfere with your operations, though, no matter how much Heat you have generated around the world.

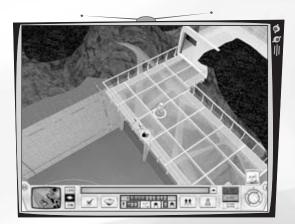
You must test the rocket engine and build a TV studio set-up capable of delivering your ultimatum to the world. Do not purchase and install transmitter aerials first. The alliances send saboteurs to wreck them with explosives. Instead, concentrate on testing the rocket engines.



First, purchase and build a catwalk console on the walkway above the rocket silo. From here, Evil Genius, you can initiate the engine test.

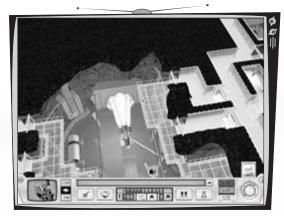
Testing the rocket engines requires the help of several minions down on the floor of the silo. They cannot get down there to maintain the test unless there are several entrances to the rocket silo—the doorways where your minions delivered the crates. If you only have a couple, build more corridors around the crater and open extra doorways.





Once you're ready, direct the Evil Genius to the console and press the button to initiate the test.





The rockets roar into action. Unfortunately, they are so powerful the air crackles with electricity in the bottom of the rocket silo. Several minions are zapped during the minute-long test, but as long as you have a steady supply of minions to tend to the rocket, the test is a success.



If you run out of minions during the test, you have to start over. If you have a series of entrances, you shouldn't have this problem.

Now that you have seen the rocket engine technology operate, it is time to send out your broadcast, threatening the alliances with imminent destruction.



First, build the TV studio inside the inner sanctum. You may need to move out some of your loot to make room.



Next, build five transmitter aerials outside of your lair to broadcast the signal. Do not put all of the transmitter aerials in the same place—this makes them easy pickings for saboteurs. Instead, spread them around the island.

OBJECTIVE 9: EVIL ULTIMATUM



Although you only need five to broadcast your ultimatum, go ahead and install at least seven transmitter aerials around the island. This way, if you lose one from sabotage, you have backup units ready to go.



Once the transmitter aerials are up and ready to broadcast, direct your Evil Genius to the TV studio. The EG springs automatically into action, addressing the world's alliances with his awful ultimatum. You have a doomsday device and you're not afraid to use it. You're an Evil Genius on the edge!

Evil Strategies

By now you should be able to take care of super agent
Dirk Masters, so follow the instructions for disposing of
the gun-toting blowhard. It makes the last objective much easier
to complete.

The rocket silo and broadcast tech use a lot of energy, so install some extra generators or nuclear generators to provide the necessary juice to keep operations running smoothly.







Omega Man

You would think that the world would tremble at the thought of a doomsday device hovering over its head, ready to unleash disaster and chaos. But proving that even sure-fire programming doesn't always connect with viewers, your ultimatum fell on deaf ears. It's time to prove to the world that you do not make empty threats.

Begin the objective by assembling the rocket in the silo below your lair. This is a long process—it takes 12 minutes to fully configure the rocket for launch and payload delivery. During that agonizingly long time, the alliances hit you with everything they have—including any remaining super agents.

The worst (meaning best) of the bunch is S.A.B.R.E. super agent John Steele. The immaculately dressed, well-coiffed, charming spy descends on your lair and attempts to disrupt the launch. Perhaps there is a way to do away with this nuisance once and for all?

Level Objectives

- Assemble the rocket in the silo. This takes time, and while the rocket is being put together, the alliances send multitudes of agents to your island.
- It seems John Steele can get out of any tight spot. But you can use your rocket to get the upper hand. Do you expect Steele to talk? No, you expect him to fly.
- 💢 Launch the doomsday device into orbit and prove to the world that you are indeed a bad, bad man.

Acts of Infamy

There are no required Acts of Infamy for this objective.

Objective Walkthrough

You must show the world that you mean business, so initialize the rocket. It takes 12 minutes to assemble the rocket, so for 12 minutes you must fend off the alliances' agents.

OBJECTIVE 10: TAKE OVER THE WORLD



John Steele arrives on your island right after the objective begins. Instead of dealing with him while trying to ensure a successful launch, capture him and drag him into the base before initializing the rocket construction sequence.



Sending any minions or henchmen outside to confront the enemy agents requires you to lower the security on the front doors. Your minions can get out, but alliance troops can also force their way in.



Should enemy agents infiltrate the lair, throw the base on red alert and hit back with everything you have. Don't worry if the base catches fire, the flames are likely to injure the enemy agents, too.



Before initializing the rocket launch, make sure you have at least two heavy doors guarding the entrance to your base. Once you set the rocket to go, switch the doors to the highest level of security. Nobody comes in, nobody goes out. Any minions stuck outside the lair just have to fend for themselves.



Keep your henchmen near the front door and ready for combat. The alliances are sending soldiers and veterans to disrupt your plans. Should they breach the front doors, you need some heavy firepower right away to prevent them from wreaking serious havoc inside the lair.

PRIMA OFFICIAL GAME GUIDE





While the rocket is being put together, keep John Steele busy by torturing him on your various experimental apparatuses. Keep hitting him with a Capture Tag, and make sure he isn't left alone in his cell for long. The agent has a knack for escape and will blow up your armory as payback.



Eventually, the rocket is complete. A big red button appears on the screen. All you have to do is press it and the world is yours. But first...



Make sure that John Steele is under lock and key before you press the big red button. It's the only way to eliminate him for good.



Your minions gleefully grab Steele from his cell and shove him aboard the rocket just as it launches into space, neutralizing the super agent forever.

Your rocket takes off, blasting through the atmosphere into the cold reaches of space where it will unleash your doomsday device on the world. The alliances were wrong to underestimate your desire to rule the world, and for their poor judgment, they will pay.





In addition to the 10 main objectives of the game, you can complete a series of bonus objectives to earn extra Notoriety, find new objects, and remove the threat of the pesky super agents. These objectives are not required, but completing them—especially the super agent missions—is extremely beneficial.

Super Agent Disposal

There are five super agents in the game, one for each alliance. You can only get rid of S.A.B.R.E. super agent John Steele at the end of the game, but you have the opportunity to dispose of the other four much earlier. Getting rid of them as soon as possible is key to ensuring smooth, evil sailing.

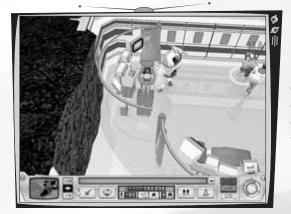
Mariana Mamba

The comely 5.M.A.S.H. super agent uses her looks to charm her way into your lair. Once inside, she seeks out the Evil Genius and attacks. There is a way to neutralize her threat, but you need to have a functioning lab before you can ruin her.

First, build an infirmary and install a pharmacy booth. Then research and develop the biotanks experimental apparatus. Finally, make sure you have kidnapped a biochemist and have a trained one in your ranks.

Eventually, one of your science minions identifies the pharmacy booth as suitable for research. Follow the formula for creating an infirmary chair: experiment on the pharmacy booth with the laser and biotanks.





Install the infirmary chair in your infirmary. Next, capture Mamba and put her in a holding cell. When it comes time to interrogate her, choose the infirmary chair as the torture device. Your science minions take it from there.



Jet Chan

Jet Chan is from A.N.V.I.L. The accomplished martial artist's hands are certified lethal weapons, and it would be nice to put them on ice. It would certainly help save a few henchmen's lives, yes?

When the bonus objective to defeat Jet Chan is available, plot in Central Asia until you uncover the Kidnap Jet Chan's Mentor Act of Infamy. Carry out the mission, interrogate the wise old master, then use his secrets to beat Chan.

The next time you get Chan under lock and key, instead of issuing a regular torture order, direct him to the dojo in your training room. The weakened Chan loses the fight, and to save face, never bothers you again.



Required Act of Infamy

Kidnap Jet Chan's Mentor

Location: Central Asia

Required Resources: 10 Workers, 2 Martial Artists

Heat: 10 Notoriety: 1 Time: 4 min.

Henchman Experience: 100

Katerina Frostanova

The Russian ice queen, Katerina Frostanova, is one cold customer. She can unfeelingly dispatch your minions without batting an eyelash. But is there a way to melt her heart—and then crush it?

When the bonus objective becomes available, head to Siberia and undertake the Steal Mr. Snuggles Act of Infamy. Your minions steal the super agent's childhood toy, a cherished teddy bear, and then install it in your training room.

SANILY OF STALL ST

When you capture Frostanova, direct her to the Mr. Snuggles punching bag. She recoils in horror as you tear the plush bear from limb to limb. Psychologically damaged from the ordeal, she gives up on further harassing your operations.

Required Act of Infamy

Steal Mr. Snuggles

Location: Siberia

Required Resources: 6 Guards, 3 Diplomats

Heat: 15 Notoriety: 1 Time: 4 min.

Henchman Experience: 100



Dirk Masters

The gun-toting P.A.T.R.I.O.T. super agent packs a hard punch, and there may be an illegal secret as to why. When the chance to bring down the American idol is available, send your minions to the Midwest to undertake the Infiltrate Dirk Masters' Gym Act of Infamy.

As a result of the Act, your biochemists can research a swiped towel, soggy with Dirk sweat. Use the biotanks to extract some DNA from the towel to discover the action hero is hopped up on illegal steroids.





The next time you capture Masters on your island, send him to the laboratory and torture him with your biotanks. The resulting chemical reaction between your vat of biojuice and the 'roids turns the muscle-bound warrior into a jarheaded freak.





Infiltrate Dirk Masters' Gym

Location: Midwest

Required Resources: 5 Workers, 2 Mercenaries, 1 Playboy, 2 Biochemists

Heat: 20 Notoriety: 1 Time: 4 min.

Henchman Experience: 100

Extra Objectives

The following three objectives are entirely optional, but the results from undertaking them may be worth the incredible effort.

Faking It

When the Steal the Clone Chamber Act of Infamy becomes available to Antarctica, send a team of minions to pilfer the technology. They return the chamber to your lair, where you can make clones of your Evil Genius.

Stealing the chamber prompts a group of alliance assassins to infiltrate the island. Once you create the clones, allow them to be killed—but not by any old enemy agent. Make sure one of the assassins kills the clone. If an assassin kills the clone, your Heat drops around the world. Should a regular enemy agent kill the clone, your Notoriety drops.





When you create the clones, expect company immediately. Use your henchmen to fend off any regular enemy agents while the special assassins target the clones. (Hide your original Evil Genius in the inner sanctum during this.) Be sure not to tag any of the assassins for death and do not throw the base on red alert.



Stock Market Chaos

This special objective is only available if you create the global stock market watchdog and set it up in your control room. Once the machine is in place, eight accountants from the outside world fortuitously take a holiday on your very island.

The goal is to allow the accountants to see the global stock market watchdog. This convinces them that your evil enterprise is some sort of genius venture, and they want to buy fake stock. The trick is getting them off the island none the wiser of your evil intentions.





You must get four of the eight accountants off the island without any Heat. The best way to do this is to tag the accountants for psychological weakening. Your social minions attend to the accountants and escort them off the island. Their smooth talking keeps the accountants from noticing anything suspicious.

When four of the accountants make it off the island with zero Heat, you are rewarded with \$250,000 from the stock swindle.

Cursed Collection

This bonus objective requires four Acts of Infamy in which you must steal pieces of a broken totem pole. As you collect the four pieces of the totem pole, they appear back at your base. There, you discover that the totem pole pieces are cursed, and as long as they are separated, they have a negative stat impact on your minions, reducing Smarts and Attention.





Send your minions around the globe to plot and uncover the four Acts of Infamy to collect the pieces of the totem pole. While the individual pieces are a hazard, the assembled totem pole grants a huge statreplenishing area effect.



You cannot begin collecting the pieces until your Notoriety has reached 125. At 125, the first piece is unlocked. For each 10 Notoriety points after that, the next piece is unlocked. You must be at 155 to nab the final totem pole piece.

Required Acts of Infamy

Steal the First Cursed Totem Pole Section

Location: Polynesia

Required Resources: 6 Workers

Heat: 20 Notoriety: 1 Time: 5 min.

Henchman Experience: 25

Steal the Second Cursed Totem Pole Section

Location: Central Russia

Required Resources: 5 Guards

Heat: 20 Notoriety: 1 Time: 1 min.

Henchman Experience: 25

Steal the Third Cursed Totem Pole Section

Location: Middle East

Required Resources: 5 Technicians

Heat: 20 Notoriety: 1 Time: 3 min.

Henchman Experience: 25

Steal the Fourth Cursed Totem Pole Section

Location: West Coast

Required Resources: 5 Valets

Heat: 20 Notoriety: 1 Time: 4 min.

Henchman Experience: 25





Acting Up

There are many Acts of Infamy to undertake in *Evil Genius*. While many are optional to an extent (you really need to gather an intense level of Notoriety), several are directly related to objectives in the game. There is also a collection of Acts that allows you to kidnap trained professionals like spin doctors and martial artists. These Acts help you train your forces in new careers.

Some Acts result only in an increase of Notoriety (and, unfortunately, Heat)—your minions are just running around the globe, stirring things up. Henchman-recruitment Acts pop up on the world map when you have achieved enough Notoriety to be considered worthy of their talents. Überloot Acts of Infamy result in the acquisition of beautiful pieces to store in your lair.

We have broken down the complete Acts of Infamy into four smaller lists:

X Notoriety & Loot

X Henchman Recruitment

X Überloot Thievery

X Kidnapping Professionals

Any Act of Infamy directly related to the game's story, such as those you are required to undertake to complete objectives—are discussed in that specific walkthrough chapter. (Except for the überloot Acts of Infamy, which are required for the game's fourth objective. Those Acts are detailed in this chapter too.) Those listings contain all relevant information, such as what kinds of minions are required to undertake the mission.

Notoriety and Loot

Here is a full listing of the Acts of Infamy: a series of covert missions you must execute if you want to increase your Notoriety. Only if you inflate Notoriety will the world tremble at the sound of your name, which really helps your cause when it comes time to announce your true intentions for planet Earth.

Some of these missions have bonuses beyond Notoriety. There are several pieces of loot—stat-boosting spoils that you can decorate your lair with. Not only can you pretty up your base with these objects, but some of them also are useful in researching and developing new objects, such as traps.

Another side benefit of carrying out these missions is that enough success draws henchmen out of hiding. When you're infamous enough to warrant their services, your spies receive word that they are ready to join up. (Each henchman-recruiting Act of Infamy is detailed in the following section.)

Each listing includes the territory the Act of Infamy occurs in, as well as how much Heat and Notoriety is generated. It takes specific types of agents to pull off these missions, so pay attention to what human resources are needed. "Henchman Experience" indicates how many points a henchman accompanying your men on the mission receives. If there is any loot to be pilfered and procured, it is also mentioned.





Ear Plug

Location: North Africa

Resources Required: 4 Workers

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25

Description: Operatives have uncovered a 5.M.A.5.H. listening post and staging area for covert operations. It appears that this cell has effectively curtailed criminal activities in the region. Destroying this operation sends a clear message to the Forces of Justice—a new power is rising, and no pesky dogooders are going to stop it.

Steal the Library Blueprints

Location: West Coast

Resources Required: 2 Workers

Heat: 10 Notoriety: 1 Time: 4 minutes

Henchman Experience: 25 Loot: Archives Blueprints

Description: A prestigious California university is building an extension to its campus library. Send some minions to the construction site to pilfer the blueprints and building materials. Once you have these, the archives room can be built in the base to replenish minions' Smarts.

Oil Leak

Location: Middle East

Resources Required: 5 Workers

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25

Description: Decoded radio traffic indicates as-yetunrevealed plans for a massive new oil storage facility. When fully operational, this facility is likely to form the starting location for additional pipeline infrastructure. Sabotaging the operation at such an early stage causes unprecedented chaos, and the delays cost the government and businesses involved millions of dollars.

Oilseed Inferno

Location: South America

Required Resources: 3 Workers, 3 Guards,

1 Mercenary

Heat: 10 Notoriety: 5 Time: 3 min.

Henchman Experience: 25

Description: Regional operatives have discovered that the world's largest single shipment of oilseed is being assembled in a series of storehouses within the region. This allows for the perfect demonstration of the ultimate criminal force. If an advanced chemical compound is liberally applied to the stores, the oilseed is incinerated in place, leaving food manufacturers around the globe short on product and therefore forced to pay superinflated prices on our own oilseed brand, Superseed-E-Oils.

ACL? OT INTAWA COSSUBA

Chinese Whispers

Location: South Africa

Resources Required: 4 Workers, 1 Valet, 1 Guard

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25

Description: A new opportunity to sow chaos and dissent for your own benefit has presented itself. Two local warlords are negotiating land rights in the region. Both are wary of being scammed and are looking for infiltrators to see what the other's plans are. By secretly hiring out your services to both parties, along with judicious application of misinformation, the warlords remove each other, leaving the area under your control.

Coming in from the Cold

Location: Antarctica

Resources Required: 3 Workers, 3 Technicians

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25

Loot: Pete Bog

Description: An increase in coded radio traffic from Williamson Research Station indicates that they have made some kind of important discovery. From what we can decode, the research station is asking for extra base security—the response is likely to be top 5.M.A.S.H. agents. Won't they look stupid when they arrive only to discover that we've stolen whatever it is they are charged with protecting?

Fishy Business

Location: Polynesia

Resources Required: 2 Workers

Heat: 10 Notoriety: 5 Time: 30 sec.

Henchman Experience: 25

Description: Stolen secret documents reveal that A.N.V.I.L. is implementing a new round-the-clock offshore patrol system using disguised junks filled with the latest in electronic detection equipment. We can stretch this fledgling operation beyond the breaking point by feeding the local dolphin population fish-wrapped radio and sonar beacons.

Ming Bling Bling

Location: Central Asia

Required Resources: 2 Workers, 2 Valets, 1 Technician

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25

Loot: Priceless Vase

Description: A gang of international grave robbers has recently been making world news for the desecration of a royal crypt of the Ming dynasty. This is a particularly macabre act of evil—it's a shame we didn't think of it first. No matter, the situation can be remedied thanks to a helpful tip-off from our contacts in the region. The thieves are holed up in an abandoned factory in a little-visited town, along with all their looted treasure. Well aware of the heat they have generated, the thieves are willing to sacrifice a cut of their spoils for the protection of the local mobsters as well as A.N.V.I.L. agents.





Philosopher's Stone

Location: North China

Resources Required: 5 Workers, 3 Technicians

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25

Description: Reports emanate from provincial villages regarding the discovery of a stone tablet that is said to be engraved with previously unknown teachings from the great philosopher Confucius. The relic is under constant surveillance in the temple where it was discovered, as leading historians and archaeologists fly in from all corners of the globe to study the find. Send some minions in to grind the tablet blank before it gets moved to a higher security location. It's doubtful that Confucius would approve of our evil intentions, but he's been dead for more than two thousand years, so what's he going to do?

Now You Steal It

Location: Central Asia

Required Resources: 2 Valets, 2 Technicians, 2 Guards

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25 Loot: Chameleon Cloth

Description: The newly implemented Peoples' Defense Research and Design Initiative, which operates at several key institutes across central China, has apparently turned up trumps. Several leaked reports suggest that a textile has been manufactured that has some very interesting properties concerning the reflection and refraction of light. Sounds fun—let's steal it.

Forging Ahead

Location: Subcontinent

Resources Required: 3 Workers

Heat: 10 Notoriety: 5 Time: 30 sec.

Henchman Experience: 25

Description: Bruce "The Dingo" McGraw is a master forger currently languishing in prison. His skills can't be faulted, but his common sense leaves something to be desired. He was caught only because he tried to spend his forged money before the ink had dried. Prison security is relatively lax, so a breakout shouldn't be difficult, and freeing McGraw will be an effective two-finger salute to the S.A.B.R.E. agents who caught him.

Philandering Panda

Location: Southeast Asia

Required Resources: 4 Guards, 3 Mercenaries,

Heat: 10 Notoriety: 5 Time: 3 min.

1 Scientist

Henchman Experience: 25

Description: Chi-Chi is the pride of China, the only male panda in captivity with the ability and actual inclination to breed. Father of innumerable infants, Chi-Chi is prolific amongst notoriously reluctant female pandas and is almost single-handedly responsible for keeping the panda population at an all-time high. A.N.V.I.L. has gained much recognition for preventing numerous kidnap attempts on Chi-Chi, but our plan doesn't require moving him, so we have a fighting chance. Let's see them show their faces after they find out that Chi-Chi has been neutered.

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Eye Spy

Location: Australasia

Resources Required: 6 Workers, 1 Technician

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25

Loot: Mercury Mirror

Description: A large planetarium and observatory facility in the region has recently become a hotbed of activity—they are taking part in a research experiment using revolutionary equipment still in development. Staring into space is such a waste of valuable time. Why don't we appropriate the new technology and see if we can come up with a more interesting application? A bonus is that the whole place is under the protection of S.A.B.R.E., which gives us another chance to show the world what a bunch of cretins they really are.

General Disarray

Location: South Africa

Resources Required: 4 Workers, 2 Guards

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25

Description: Dye Another Day, a hair salon in downtown Kampala, is where local warlord General Mbotha is hiding out with his personal wealth, gained from selling ground tea leaves cut with sawdust. S.A.B.R.E. operatives are searching for him; it's only a matter of time before they find him. We would receive a significant amount of respect if we were to help Mbotha make a dramatic escape from the authorities.

In the Drink

Location: Subcontinent

Required Resources: 2 Valets, 1 Technician, 1 Guard

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25

Description: We have just found out that a large consignment of tea leaves bound for Great Britain is being held up just offshore because of an outbreak of dysentery. On its own, this information isn't of much use. However, we have found out that the S.A.B.R.E. logistics division has purchased this particular shipment. The whole world knows how much stock the British hold in their tea-drinking; we should not pass up this opportunity to scuttle this batch and leave the operatives at S.A.B.R.E. without their regular morning brew.

Royal Rumble

Location: Europe

Required Resources: 7 Valets, 3 Spin Doctors

Heat: 10 Notoriety: 5 Time: 3 min.

Henchman Experience: 25

Description: Princess Sophia, a glamorous young royal from a small Alpine principality, is currently indulging her passion for haute couture by attending a celebrated fashion week. By dressing some of our minions in outrageous costumes, we should be able to gain access to one of the after-parties that the princess is attending. Some spiked beverages, fluorescent duct tape, a set of inflatable farm animals, and a crowd of paparazzi—and another pointless monarchy topples.





Missile Crisis

Location: Cuba

Resources Required: 7 Workers

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25

Description: It occurs to our forces in the region that having a Communist bastion off the coast of the capitalist empire offers some intriguing opportunities to increase our notoriety. Just recently, for example, we have discovered a P.A.T.R.I.O.T. cell operating in downtown Havana, probably on a covert fact-finding mission. Just think of the trouble H.A.M.M.E.R. would find itself in if the mission were to discover plans for a nuclear ballistic missile build-up. Our document forgers are standing by.

Mines a Large One

Location: Cuba

Resources Required: 5 Workers, 2 Guards

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25

Description: P.A.T.R.I.O.T. operatives constantly carry out covert security patrols in the waters around Cuba, ever vigilant for signs of Communist insurgent activities. Fortunately, we have managed to bribe officials and obtain their entire patrol route plan. A few well-placed mines and H.A.M.M.E.R. will be hard pressed to deny the attacks, increasing tensions between the superpowers.

The Sound of Music

Location: Central Russia

Resources Required: 6 Workers, 4 Technicians

Heat: 10 Notoriety: 5 Time: 2 min.

Henchman Experience: 25 Loot: Sonic Generator

Description: Top-secret documents procured from H.A.M.M.E.R. HQ indicate that the organization is in the final testing phase of new technology in crowd pacification, though we don't know where this research is based. If nothing else, we should ensure that the process is sabotaged, and if possible, we should attempt to steal as much of the technology as possible for our own use. Maybe H.A.M.M.E.R. can be tempted to field-test their equipment—if we can induce a suitable situation. Riot, anyone?

Esprit de Corpse

Location: Eastern Bloc

Required Resources: 2 Mercenaries, 2 Spin Doctors,

2 Scientists

Heat: 10 Notoriety: 5 Time: 4 min.

Henchman Experience: 25

Description: Tomorrow is the 25th anniversary of the death of Comrade Dimitri Potrovkin, a vital figure in the Russian Revolution. Thousands of comrades are expected to attend a touring memorial service and pay their respects to the embalmed body of Potrovkin. If we can infiltrate the security, we can add chemicals to the body to superaccelerate decomposition. H.A.M.M.E.R. has been relying on the memorial to bring some unity to the bickering countries that form their alliance. The crumbling cadaver on display will serve to increase the petty squabbles and further destabilize their power base.



Mammoth Task

Location: Siberia

Resources Required: 8 Workers

Heat: 10 Notoriety: 5 Time: 30 sec.

Henchman Experience: 25

Description: Russian scientists have been hard at work perfecting their genetic manipulation technology and have created a prototype gene machine for immediate testing. Archaeologists have recently excavated a remarkably intact woolly mammoth specimen in Siberia and have reportedly managed to extract DNA samples from the bone marrow. The ultimate test of the gene machine would be if it could resurrect this extinct beast. Of course, on its own that would be far too benevolent, so we'll be sure to infiltrate the operation and tweak the mammoth's evil gene before reanimation, to ensure much trampling and rampaging.

Golden Opportunity

Location: West Coast

Required Resources: 10 Workers

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25

Description: Our American agents report that a significant proportion of the security personnel of Fort Lancaster, a gold bullion repository on the East Coast, have been temporarily transferred to another repository in Texas that is receiving large shipments of bullion. Fort Lancaster will never be this vulnerable again, so now is the perfect opportunity to teach the capitalist swine a sharp lesson in worth. With enough explosives, we can send the gold into orbit, and their currency plummeting.

Samurai Sword Swindle

Location: Pacific Allies

Required Resources: 3 Workers, 3 Guards, 3 Valets

Description: The sword of a legendary samurai is

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25

currently on display in a Sapporo museum. Even the Yakuza have nothing but respect for the blade and would not dream of desecrating it by theft.

Thankfully, we are not constrained by such scruples, and the relatively light security makes breaking in and corroding the sword using an acidic, oxidizing solution a simple task for even the most dunderheaded of our minions. This should prove to be a vast embarrassment to P.A.T.R.I.O.T., which is

Felonious Fund-Raiser

Location: West Coast

Required Resources: 6 Valets

charged with its protection.

Heat: 10 Notoriety: 5 Time: 1 min.

Henchman Experience: 25

Description: Rev. Jesse Studebaker is a television evangelist with a talent for inspiring gullible people to donate money to fund the continued existence of his homily peddling show. Interrupt proceedings and forcibly take the Reverend off the air, then use his TV studio to disseminate our own propaganda and dupe the easily led masses into supporting our bid for world domination. Most people don't listen to the actual message; it's all about a sincere expression and earnest gesturing.





Pop Star Fracas

Location: East Coast

Required Resources: 6 Workers, 4 Valets, 3 Spin

Doctors
Heat: 10
Notoriety: 5
Time: 3 min.

Henchman Experience: 25

Description: The Orsons are America's newest pop sensations, a wholesome quartet of siblings specializing in slushy ballads and twee harmonizing. A startling number of people actually find these warblers loveable and talented rather than obnoxious and irritating, as hard as that is to believe. Take advantage of this inexplicable popularity, and send a squad of minions to navigate their way through backstage security and onto the stage where the Orsons are currently performing, to enact a very public execution. Well, everyone has to take a break from being evil now and again.

Well Suited

Location: Midwest

Required Resources: 5 Workers, 5 Technicians

Heat: 10 Notoriety: 5 Time: 30 sec.

Henchman Experience: 25

Loot: Space Suit

Description: Any minions who get sent into space need at least a modicum of protection. Why go to all the time and expense of researching a design of our own when the boffins at the National Aeronautics and Space Administration have already done the hard work for us?

Double, Double Oil and Trouble

Location: Middle East

Required Resources: 6 Workers, 2 Valets, 2 Guards

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Description: A breakthrough in research looks to reduce the cost of refining oil by 20 percent across the board. The research hinges on a newly created chemical compound being introduced to crude oil at the start of the refining process. Researchers are calling this compound "ingredient X." Swathes of refineries are involved in the tests, and, foolishly, are being supplied with the compound by a single factory. Send men to sneak into the well-protected factory and pollute ingredient X, turning it into a corrosive, refinery-destroying monster, forcing the researchers back to the drawing board, as well as causing millions of dollars worth of damage to oil production in the region.

Collateral Damage

Location: South America

Resources Required: 6 Workers, 4 Valets

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Description: It seems that P.A.T.R.I.O.T. and S.M.A.S.H. forces are getting along too well these days. A state of affairs has arisen that will allow us to remedy the situation. Our operatives have discovered that P.A.T.R.I.O.T. agents are mounting covert operations against one Jose Vitor Madeinusa, a well-known drugs baron based in the region. The plan is a simple one: we wipe out Jose, turning the area into a veritable war zone. We make a clean getaway with Jose's cash and his stash, leaving the finger pointing squarely at P.A.T.R.I.O.T. forces.

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Sheiking the Rug

Location: Middle East

Resources Required: 2 Workers, 2 Valets, 4 Guards

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Loot: Persian Rug

Description: Sources indicate that S.M.A.S.H. has been receiving substantial donations from multimillionaire Sheik Ahzar Al-Jabbar. The sheik seems to think that his cash injections might purchase him some form of extra protection from villainous organizations like ours. Perhaps it's time to disabuse him of this ridiculous notion. A raid on his palace seems to be in order.

Elephant's Graveyard

Location: North Africa

Required Resources: 15 Valets, 1 Guard

Heat: 20 Notoriety: 10 Time: 3 sec.

Henchman Experience: 50

Description: Regional operatives have seized topsecret dossiers that reveal 5.M.A.5.H. agents are getting close to breaking the largest ivory-smuggling operation in history. There have been several key arrests, and a search is being conducted to discover the location of a cache of ivory that will close the case. The good news is that our men have found out where the ivory is. Wouldn't it look good if the heroic 5.M.A.5.H. agents (and the inevitable press) found the cache only to discover that it was filled with several tons of squeaky toy elephants?

Guatemalan Gold Rush

Location: South America

Required Resources: 5 Technicians, 5 Guards,

1 Scientist, 1 Mercenary

Heat: 20 Notoriety: 10 Time: 3 min.

Henchman Experience: 50

Loot: Aztec Amulet

Description: Mayan folklore tells of a mysterious lost city buried somewhere deep in the Guatemalan jungle, a city reputedly made of gold. Our Central American agents report that a visiting archaeologist is claiming to have found the legendary city and has even brought back bricks made of gold as proof. The world authorities are quickly mobilizing to protect this fantastic discovery, and rival looters and opportunists are moving equally quickly to grab what they can. Securing any treasure from the city before it gets locked down will be a major coup for any criminal mastermind.

Icy Reception

Location: Antarctica

Required Resources: 5 Workers, 4 Valets, 1 Spin

Doctor Heat: 20 Notoriety: 10

Time: 3 min.

Henchman Experience: 50

Description: Radio traffic between research stations across the region report that several gigantic chunks of ice are breaking from the Ross Ice Shelf because of rising temperatures. With a flotilla of stolen icebreakers and tugs, we might be able to tow one of these behemoths into busy shipping lanes, where they cause havoc until they melt.





Contradiction

Location: Polynesia

Resources Required: 6 Workers, 1 Guard, 1 Valet

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Description: Portugal's hold on this colonial outpost has been crumbling for years. This is a great opportunity to stir up trouble and tie the hands of international law agencies. With the right men and capital, we can begin to foment an uprising against the local authorities that could escalate into all-out revolution.

And Another Ming

Location: North China

Required Resources: 9 Workers

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Loot: Priceless Vase

Description: Following the desecration and looting of royal crypts from the Ming Dynasty, a number of rare and extremely valuable artifacts have been popping up on the black market. We have received word that A.N.V.I.L. has set up a special investigations squad to recover these national treasures. Even now, reports coming in reveal that a priceless vase from a set of three has been obtained and is being packed for transport to a national museum. If we are quick, we can steal the vase from this temporary safehouse and plunge the agency into the murky waters of humiliation.

Buddha Buster

Location: Central Asia

Required Resources: 3 Guards, 3 Valets, 3 Technicians

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Description: In a Tibetan monastery high on a Himalayan peak, there sits a solid-gold Buddha, placidly contemplating the saffron-robed monks who make pilgrimages to worship him. Journey to the monastery and surreptitiously replace the gold Buddha with a brass version, taking care to avoid the numerous trained ninjas who patrol the mountain aerie. For a religious order that claims to renounce material possessions, they sure like their gold Buddha

Chairman Coup

Location: Southeast Asia

Required Resources: 4 Valets, 3 Guards, 2 Scientists

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Description: Chairman Tao Lu-Wan of the Chinese
Communist Party is a firm believer in the power that
words of wisdom have to shape hearts and minds,
and his little red book is all but standard issue for
inhabitants of communist China. A small volume
containing little phrases affirming the communist
credo, the little red book is a potent symbol of the
entire regime and its ideals. If the Chairman's very
own copy of the book can be stolen and publicly
destroyed, you will get significant kudos from the
criminal underworld.

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Class Act

Location: North China

Required Resources: 4 Guards, 3 Scientists, 2 Spin

Doctors
Heat: 20
Notoriety: 10
Time: 1 min.

Henchman Experience: 50 Loot: Classical Girl Statue

Description: In the hope of improving somewhat strained diplomatic relations, China is handing back to several European countries a number of ancient works of art that were illegally traded to parties within the country more than a hundred years ago. To allow such an improvement in relations between the Forces of Justice is not an option.

Ming the Worthless

Location: Southeast Asia

Required Resources: 5 Guards, 4 Valets,

4 Mercenaries

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Loot: Priceless Vase

Description: A Ming Dynasty crypt was recently sacked, and rumors suggest that a priceless set of three vases was among the looted treasures. The robbers took one, another fell into the hands of A.N.V.I.L., and the third is being held at a scientific lab where we have a mole. The vase was taken there to be tested for veracity, and our mole managed to convince his superiors that it was a worthless fake. Of course, that couldn't be further from the truth—break into the lab and save the vase from a fate of being used as a wastepaper bin.

Destabilize Stock Market

Location: Pacific Allies

Required Resources: 8 Technicians

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Description: Our legitimate business fronts haven't been making the most judicious purchasing decisions of late, and our warehouses are full of duff products and outdated fads. The only way we can shift our surfeit of Ford Edsels and hula hoops is by engaging in some underhanded stock manipulation. Sneak into the Tokyo Stock Exchange and coerce one of the traders to buy into the stock we own. This should cause a spate of panic buying, forcing the stock prices up and allowing us to unload our junk at a nicely inflated rate.

Vodka Plot

Location: Siberia

Required Resources: 5 Workers, 10 Technicians,

3 Mercenaries

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Description: Vodka is big business in Russia, and one brand dominates the market: Vladivostok Red Label. Home-distilled vodka is still the tipple of choice for the rural poor, but for the affluent (and those who value their sight), Vladivostok reigns supreme. The present Russian premier is known to be an ardent aficionado of Red Label, and it is rumored that he refuses to perform any of his diplomatic duties without a bottle at his side. It should be child's play to commandeer the Vladivostok distillery and plant explosives on the vats, then revel in the chaos of the resulting vodka deficit.





Steal El Presidente's Painting

Location: Cuba

Resources Required: 10 Workers

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Loot: Work of Art

Description: A famous painting by an old master has recently been bought at auction by the Cuban leader. "The Sour-Faced Cavalier" is scheduled to be unveiled this week as part of El Presidente's "Isn't Communism Great?" festival. Spoil El Presidente's celebrations by grabbing the painting for your evil lair before it goes on public display.

Destroy Diamond Mine

Location: South Africa

Resources Required: 6 Workers, 6 Technicians

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Description: Our sources in southern Africa have reported rumors that the diamond mining company De Laagers has quietly been drafting many more men than usual to work in a particular mine. This indicates that they have struck upon a particularly rich vein of gemstones. Infiltrate the mining compound and alter the composition of their blasting explosives to make them much more powerful. When they try to use it to excavate the shaft further, they bring the mine down on their heads. De Laagers has a lot of influence with S.A.B.R.E., so this act is sure to garner some notoriety.

Grab the Garibaldi Crown Jewels

Location: Europe

Required Resources: 6 Mercenaries, 6 Spin Doctors

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Loot: Crown Jewels

Description: The Garibaldi family has been sovereign over a tiny European state for hundreds of years, maintaining their vast wealth and importance by allowing their state to act as a tax haven. Those who welcome innumerable tax dodgers and money launderers into their bosoms are probably quasi-evil themselves, but there's no honor among thieves, so rob them blind. The Garibaldis have a set of crown jewels that would look particularly impressive in the inner sanctum—infiltrate the Garibaldi palace and purloin all the sparkling baubles.

Soviet Sugar Rush

Location: Eastern Bloc

Required Resources: 5 Valets, 4 Mercenaries, 4 Spin

Doctors, 4 Diplomats, 3 Martial Artists

Heat: 30 Notoriety: 15 Time: 2 min.

Henchman Experience: 75

Description: It's no secret that the Communists are staunchly opposed to anything remotely American in nature, and Western consumer products are not allowed into the country under any circumstance. With a bit of evil ingenuity, we can take advantage of Soviet peoples' unfamiliarity with Americana for our own twisted ends. Smuggle a truckload of cola and candy across the border and distribute it to the curious Communists—unused to the sugar, the sucrose-fueled mob will rampage hyperactively across the region. H.A.M.M.E.R. will have its work cut out trying to keep the ensuing chaos under control.



Out Clubbing

Location: West Coast

Required Resources: 6 Guards, 3 Mercenaries

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Description: Word has it that a groovy young film starlet is taking part in a protest against the fur industry that is scheduled to take place soon in Alaska. Her presence guarantees that the protest will gain a great deal of media coverage, so this is an ideal opportunity to hijack the event for our own twisted ends. Send some minions out there to wait in the background until the television cameras are rolling, then club some baby seals. The world should all see this grisly footage and be suitably aghast at how evil we are.

Administer Steroids to Pamplona Bulls

Location: Europe

Required Resources: 2 Mercenaries, 6 Scientists

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Description: Every year in Pamplona, Spain, young men prove how macho they are by getting chased through the town by furious bulls. Turn this year's event into a gore-fest by pumping the bulls full of steroids, making them so fast that the brave young idiots taking part won't be able to escape the bulls' anger. The minions who administer the steroids will be sure to leave a calling card to let S.A.B.R.E. know that we're the ones responsible for the carnage.

Obtain Ancient Throne

Location: Eastern Bloc

Required Resources: 8 Valets, 8 Technicians, 8 Guards

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Loot: Throne

Description: Comrade Dimitri Potrovkin was a revered revolutionary and remains a Soviet hero in his homeland. H.A.M.M.E.R. has gone to great pains to airbrush certain unsavory details out of Potrovkin's history, most significantly the fact that he had become greatly disillusioned with communism by the end of his life. Potrovkin leaned ever closer to capitalism in his personal life, living on a throne in a miniature palace. This throne is kept in a government warehouse—steal it to deliver a double blow to H.A.M.M.E.R. The authorities are outraged by the theft, and many Soviets are devastated to learn that their hero was a closet capitalist.

Obliterate Nashville

Location: East Coast

Required Resources: 8 Scientists

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Description: Being evil all the time can become tiresome—sometimes it's better to do an act of good, so as to make the next evil deed all the sweeter. That's why it might be a good idea to perform a humanitarian act and destroy the home of country-and-western music. Use a prototype earthquake-generator to obliterate Nashville, and make sure that the world never has to suffer the twang of steel quitars again.





Grab Priceless Model

Location: Subcontinent

Required Resources: 8 Spin Doctors

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Loot: Galley

Description: An archaeological dig in India has uncovered the original architectural model of Caesar's own magnificent Roman war galley—how it got there, no one knows. The galley itself has never been found, so this find is being hailed as a unique opportunity to gain insight into the way the great Roman's mind worked. We don't much care about Caesar's thoughts, but the model war galley is hugely coveted, so go and steal it before any of the archaeologists get a chance to examine it properly.

Burn National Park

Location: Australasia

Resources Required: 10 Guards

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Description: It's tough trying to be an even-handed Evil Genius, inflicting misery on the world in equal measures. Recent campaigns have tended to focus on urban areas, so perhaps it's time for a bit of rural devastation. Darwin National Park attracts hundreds of thousands of visitors a year and is often described as "sublime" and "awe-inspiring." Once we've finished razing the park to the ground, the only suitable description will be "fetid hellhole."

Raid Secret Submarine Pens

Location: Central Russia

Resources Required: 2 Workers, 2 Valets, 2 Guards,

2 Technicians

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Description: H.A.M.M.E.R. has a series of secret submarine pens hidden away in a remote bay in the Barents Sea. We've received word that these pens have recently been made home to a new line of nuclear submarines that H.A.M.M.E.R. will begin testing shortly. Infiltrate the pens and tamper with the submarine's navigation system. When H.A.M.M.E.R. take the subs out on maneuvers, their course will be locked on America, which should cause a devilish spot of Cold War panic.

Hack into Automated Defense Network

Location: Central Russia

Resources Required: 10 Technicians

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Description: H.A.M.M.E.R. and P.A.T.R.I.O.T. have both invested heavily in automated defense networks that are intended to identify potential airborne threats and respond appropriately. Break into one of the defense silos on the H.A.M.M.E.R. side, and make some critical adjustments to the threat-detection matrix. With the recognition patterns for "missile" and "starling" switched around, the defense network should launch a preemptive attack against P.A.T.R.I.O.T. the next time so much as a flock of birds comes within range.

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Cause National Power Cut

Location: East Coast

Required Resources: 10 Guards, 5 Valets

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Description: Nothing causes panic in the Western world quite like a blackout. As soon as the power goes out, ordinarily rational people turn into savages, willing to gouge other people's eyes out for the last candles in the store. Induce this state of barbarism by introducing a computer virus into the secure systems of the American national power grid. Once uploaded into the central mainframe, it propagates across all national power nodes, and the lights start winking out nationwide. Let the blind chaos begin.

Steal National Treasure

Location: Pacific Allies

Required Resources: 8 Spin Doctors

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Loot: Work of Art

Description: An important Japanese art museum has recently been making extravagant boasts about their state-of-the-art security system, including making the rash claim that their prize painting is now unstealable. Conveniently enough, we've managed to gain access to schematics of the security network and have identified a rather severe weakness. The laser trip beams, heat sensors, pressure sensors, and automated identification systems are all watertight—except that they're powered by the same generator in the museum basement. Simply unplug this generator to pilfer the painting and leave the museum officials with egg on their face.

Support Rogue General's Campaign

Location: Southeast Asia

Required Resources: 5 Valets, 4 Mercenaries, 4 Quantum Physicists, 4 Playboys, 3 Marksmen

Heat: 30 Notoriety: 15 Time: 2 min.

Henchman Experience: 75

Description: A rogue general has been quietly raising a large private army in Southeast Asia with the intention of deposing the chairman of Communist China. Without support, the general's campaign is doomed to failure—A.N.V.I.L. is keen to retain stability in the region and quickly quashes the embryonic revolution. Help the general convert more of the region to his cause by sponsoring propaganda campaigns. It's unlikely that he will ultimately succeed, but causing internal strife is the main goal here.

Island Incursion

Location: South America

Required Resources: 5 Valets, 4 Biochemists, 4 Spin

Doctors, 4 Diplomats, 3 Marksmen

Heat: 30 Notoriety: 15 Time: 2 min.

Henchman Experience: 75

Description: Puerto Poti is a tiny banana republic in the Pacific, currently ruled by an inconsequential dictator with limited ambition. Send in enough minions, and it should be possible to overwhelm the dictator's forces and oversee a coup d'etat. Once the island is conquered, Puerto Poti makes an attractive offshore financial haven for Western tax dodgers. The alliances respect us more once they realize that we have the world's richest citizens in our pockets.





Sabotage Jetpack Flight Test

Location: Midwest

Required Resources: 3 Spin Doctors, 3 Mercenaries,

3 Scientists Heat: 20 Notoriety: 10

Henchman Experience: 50

Loot: Jetpack

Time: 1 min.

Description: P.A.T.R.I.O.T. has scheduled the maiden flight of their prototype jetpack for later this week. If the test flight is a success, the alliance may well put the jetpack into full production, giving those pesky P.A.T.R.I.O.T. agents yet another way onto our island. Infiltrate the test lab and disable the throttle—then as soon as the jetpack is turned on, it can't be turned off until the jetpack has run out of fuel, which should be somewhere over the Pacific. We can then fish out the luckless test pilot and keep the prototype as a trophy.

Raid War Museum

Location: Eastern Bloc

Required Resources: 8 Workers, 3 Scientists,

3 Mercenaries

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Loot: Cannon

Description: A Polish war museum has a world-famous cannon in its collection. Used in the Russian victory over Napoleon, it is also the cannon used in the inaugural performance of Tchaikovsky's 1812 Overture, which was inspired by that famous triumph. Suffice to say, this cannon has a great deal of sentimental value to a great many Soviet people. So steal it.

Assassinate Mr. President

Location: East Coast

Required Resources: 5 Valets, 4 Mercenaries, 4 Spin

Doctors, 4 Diplomats, 3 Marksmen

Heat: 30 Notoriety: 15 Time: 2 min.

Henchman Experience: 75

Description: The American president is taking part in a parade today to boost the public's flagging support for P.A.T.R.I.O.T. We can't just assassinate the president outright—although that would be evil, it would also be a suicidal move at this time. There is an alternative, however. Position some minions on a grassy knoll along the parade route, and shoot the president with a hypodermic dart filled with hallucinogenic drugs. Not only will he make a spectacle of himself, the world will also be aware that we had the opportunity to kill him if we had wished.

Pilfer Giant Diamond

Location: South Africa

Required Resources: 10 Valets, 3 Guards

Heat: 20 Notoriety: 10 Time: 1 min.

Henchman Experience: 50

Loot: Giant Diamond

Description: The chairman of S.A.B.R.E. has been caught with his pants down one too many times, and his wife is demanding that he buy her the world's largest diamond to make amends for his many indiscretions. The Heart of Man diamond is going up for auction in southern Africa tomorrow, and the chairman is prepared to bid whatever it takes. Bid against him to drive up the price he must pay. Once he's won the auction and paid up, steal it anyway.

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Gambling Pay Off

Location: South Africa

Required Resources: 4 Workers, 2 Guards

Heat: 10 Notoriety: 5 Time: 0:20 min.

Henchman Experience: 25 Loot: Hotel Casino Blueprints

Description: 5.M.A.S.H. operatives have raided the region's premiere coastal hotel casino for laundering drug money for the local crime cartels. Local authorities are holding the hotel's paperwork. It should be easy to raid these premises and destroy all the damning evidence. The crooked hotel owners will be eternally grateful, and will obtain for us gambling licenses, free of charge, allowing casinos to be built in hotels.

Steal a Prototype Automatic Codebreaker

Location: Europe

Required Resources: 5 Valets, 4 Mercenaries, 4 Spin

Doctors, 4 Playboys, 3 Martial Artists

Heat: 30 Notoriety: 15 Time: 2 min.

Henchman Experience: 75

Loot: Codebreaker

Description: We've been trying to expose the indiscretions of the S.A.B.R.E. chairman for some time, but he seems to be ever alert to our attentions and has employed a crack team of French cryptographers to make sure that all his correspondence is secure. The only way to break the chairman's code is by stealing the code-breaking machine used by the cryptographers. This won't be an easy task, but once accomplished we should be able to discover all manner of juicy gossip about the chairman, which can be released to the tabloids to discredit him and S.A.B.R.E.

Monkey Magic

Location: Europe

Required Resources: 2 Technicians, 2 Biochemists

Heat: 10 Notoriety: 1 Time: 1 min.

Henchman Experience: 50

Loot: Monkey

Description: Primates of some sort need to figure in our plans somewhere, but the native ones are too unruly. What we need is one who is at home in a lab environment, and our spies have just the man, er, chimp. Oliver has been living in a lab on the outskirts of Dannenberg for so long he is nearly human—a humanzee if you like. If we lure him away with crates of bananas and cigars he will come quietly, ready to help us with our research.

Henchman Recruitment Acts

Throughout the game, you have multiple opportunities to recruit new, powerful henchmen into your ranks. These dastardly scalawags and ruffians come out of hiding only when they are impressed with your global standing, so you must keep pumping up your Notoriety. From time to time, you receive word from your spies and minions that some of the henchman are interested in joining your cause and sticking to the man—or anybody who even vaguely resembles the man.

When you receive an alert that henchmen are ready to pledge their allegiance to your flag, hit the world map via the World Domination screen. Investigate the locations listed with each henchman below to see if that foul fellow is ready and willing. If so, dispatch your minions to that territory to convey your offer. If negotiations are successful, the henchman accepts and joins your organization shortly thereafter.



PRIMA OFFICIAL GAME GUIDE

Eli Barracuda

Location: East Coast

Required Resources: 1 Worker

Heat: 10 Notoriety: 5 Time: 20 sec.

Henchman Experience: 25

Description: Eli Barracuda, the notorious kingpin of the New York underworld, has caught wind of our evil doings. His ruthlessness toward his enemies is tempered by the great charisma he shows to those he leads. A crack shot with his pistol, he is most definitely someone we should consider having on our side.

Jubei

Location: Pacific Allies

Required Resources: 1 Worker

Heat: 10 Notoriety: 5 Time: 20 sec.

Henchman Experience: 25

Description: Jubei, the mercenary samurai, is a master of the deadly art of swordplay. His hatred of authority is well known. Having been denied proper training because of this peasant background, he trained himself and went rogue. Our exploits have reached his ears and he has expressed an interest in joining our evil dominion.

Lord Kane

Location: Central Asia

Required Resources: 1 Worker

Heat: 10 Notoriety: 5 Time: 20 sec.

Henchman Experience: 25

Description: At first we thought this must be a hoax engineered by one of those pig-dog global agencies, but our agents have confirmed that the nearmythical Lord Kane is ready to join with us. The arch-conspirator is renowned for perpetrating some of the most notorious acts of infamy over the last century and would clearly be a great asset for our evil cause.

The Matron

Location: Europe

Required Resources: 1 Worker

Heat: 10 Notoriety: 5 Time: 20 sec.

Henchman Experience: 25

Description: It has come to our attention that the hideous psychopath known as The Matron has expressed an interest in becoming part of our evil retinue. This conniving old biddy first came to the attention of the world when she was caught torturing the cretins housed at the Swiss mental institute

where she used to work.

Red Ivan

Location: Siberia

Required Resources: 1 Worker

Heat: 10 Notoriety: 5 Time: 20 sec.

Henchman Experience:

Description: Our spies have found the hideout of the villainous former secret police general, known simply as Red Ivan. This man is a one-man army and is deliciously sadistic with it. Armed to the teeth and built like the proverbial brick latrine, it would certainly pay dividends to have him on our side in a fight.

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Dr. Neurocide

Location: North Africa

Required Resources: 1 Worker

Heat: 10 Notoriety: 5 Time: 20 sec.

Henchman Experience: 25

Description: Our agents have received word from the infamous Dr. Neurocide that she wishes to add her considerable scientific skills to our cause. She is currently enjoying a holiday in the Madagascar and states this would be an ideal opportunity to squirrel her away with relative ease.

Dr. Mesmero

Location: Australasia

Required Resources: 1 Worker

Heat: 10 Notoriety: 5 Time: 20 sec.

Henchman Experience: 25

Description: Our agents report that a man matching the description of The Great Mesmero has been seen with a traveling freak show in Brisbane, Australia. Mesmero, the hypnotist, is able to manipulate even the strongest minds—he will be a great asset on the island and we should dispatch minions to persuade him to join our cause forthwith.

Moko

Location: South America **Required Resources:** 1 Worker

Heat: 10 Notoriety: 5 Time: 20 sec.

Henchman Experience: 25

Description: A tale tells of an ancient divine defender of the Incan people of Machu Picchu, a great warrior

god who came forth and slew the treasure hunters who had desecrated his people's homeland. Now he wanders the world seeking revenge. That man is Moko, and he has told us he is ready to join with us to battle the civilized world.

The Butcher

Location: Polynesia

Required Resources: 1 Worker

Heat: 10 Notoriety: 5 Time: 20 sec.

Henchman Experience:

Description: It has been bought to our attention that the wickedly evil psychosurgeon known simply as The Butcher grows weary of exacting his sadistic pleasures on the pitiful Indonesians where he currently resides. He seeks bigger and more worthy sport for his skills and has expressed an interest in joining our evil empire.

Colonel Blackheart

Location: North Africa

Required Resources: 1 Worker

Heat: 10 Notoriety: 5 Time: 20 sec.

Henchman Experience:

Description: Colonel Blackheart, the famous big game hunter, has been slowly running out of things to hunt now that conservationists are stopping his kind of work. Lately he has been hiring out his talents to anyone who can pay, as long as there is something to shoot at the end of the day! Send a man to the depths of the Congo to cut short his latest expedition. He should find our kind of quarry ... interesting.





Überloot Thievery

The fourth objective in *Evil Genius* requires that you pilfer four incredible überloot artifacts from around the world. There are six available, from the Ark of the Covenant to the legendary Excalibur, each stashed in different regions of the world. You only need four of these artifacts to complete the objective, so be choosy.

Each überloot Act of Infamy is worth the same amount of Notoriety, but the levels of accompanying Heat differ. Also take into consideration the necessary time to complete each Act when choosing which items to pursue. As cool as it would be to have that million-dollar bill, is it worth putting your minions in harm's way for more than seven minutes? Especially if you decide to send your henchmen along for the ride, since each überloot Act of Infamy is worth an impressive 100 experience points.



Remember that überloot items can be placed throughout the lair to juice depleted minion stats.

Überloot: Ark of the Covenant

Location: Central Russia
Resources Required: 8 Guards

Heat: 20 Notoriety: 5 Time: 6:20 min.

Henchman Experience: 100

Description: H.A.M.M.E.R. has recently been scouting out potential missile silo locations in the mountains of

Afghanistan. One eminently suitable location was discovered, a vast cavern with an entrance so well hidden that it was only stumbled upon by chance. Discovered in this cavern was the Ark of the Covenant, previously thought to be irretrievably lost, or even mythical. Relieve H.A.M.M.E.R. of the burden that such a discovery brings by stealing the relic.

Überloot: Arthur's Excalibur

Location: Europe

Resources Required: 4 Workers, 6 Guards

Heat: 10 Notoriety: 5 Time: 2 min.

Henchman Experience: 100

Description: An English rambler has just discovered Excalibur, the legendary sword of King Arthur, on the shore of a remote Scottish loch. After a summer of unusually hot weather, the loch's waterline receded, revealing the sword. Police have cordoned off the site while archaeologists and historians examine the find, but a determined attack force should be able to steal the relic despite the security presence.

Überloot: Eiffel Tower

Location: Europe

Resources Required: 4 Technicians, 4 Valets

Heat: 15 Notoriety: 5 Time: 6:20 min.

Henchman Experience: 100

Description: The shrink ray was successfully used to deal with the crime lord, and now the science team has managed to create a portable version that can be attached to the helicopter. Interrupt the Bastille Day celebrations in Paris by shrinking and stealing the Eiffel Tower, then revel in the chaos and national in the chaos and national

indignation.

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Überloot: Million-Dollar Bill

Location: East Coast

Resources Required: 8 Valets

Heat: 10 Notoriety: 5 Time: 7:20 min.

Henchman Experience: 100

Description: In an extraordinary vanity project, the president of the United States last year printed a million-dollar bill with his own face on it to commemorate the 4th of July. The bill is not valid tender, but because only one exists, and because it is so highly valued by the president, it would be an extremely prestigious item to own. Punish the president's narcissism by stealing his treasured possession.

Überloot: Mummy's Sarcophagus

Location: Middle East

Resources Required: 4 Technicians, 4 Guards

Heat: 20 Notoriety: 5 Time: 6 min.

Henchman Experience: 100

Description: Archaeologists have recently uncovered the tomb of a previously unknown pharaoh in the Valley of Kings. The prize find was a fabulous mummy case, embossed with gold and studded with precious stones. The sarcophagus has been moved to a Cairo museum, where it is to go on display in a week. Steal it before the public even gets a glimpse of it—this should make the relic even more prestigious.

Überloot: Samurai Armor

Location: North China

Resources Required: 4 Valets, 4 Guards

Heat: 15 Notoriety: 5 Time: 4 min.

Henchman Experience: 100

Description: A respected samural was felled by the Chinese during the Sino-Japanese War of 1894–1895. Although China was ultimately defeated, this samural's armor became a symbol of Chinese defiance and a

source of national pride. It is currently kept under constant guard in the Forbidden City in Peking. Infiltrate the Forbidden City and liberate the samurai armor.

Kidnapping Professionals

There are 32 Acts of Infamy dedicated to seizing and interrogating professionals. Once these career specialists have been lugged back to the lair, you can question them to train up new minions in exciting jobs like Mercenary and Biochemist.

These Acts involve a serious disadvantage, however. You receive huge amounts of Heat but very little Notoriety. On top of that, kidnapping some of the higher-level professionals, like martial artists and quantum physicists, takes a lot of time—up to six minutes. That leaves your minions in the field for a long time, exposing them to a greater risk of death.

As soon as one of these Acts is successfully carried out, expect to see your minions haul the specialist into the armory. Make sure you have a security holding cell (or death cubicle, you fiend) vacant for their impending arrival.



While these professionals are always available to you should you ever need to swipe a specialist and train your ranks, you are much better off keeping at least one minion in a specific career safe at home, or at least on an easy assignment. If you need to go out and snatch another spin doctor or playboy, you get a serious bump in Heat in that particular territory. And you know what that means—more unwanted visitors hailing from that territory's alliance.





Social Minions

Kidnap Hotel Head Maid (Valet)

Location: Middle East

Resources Required: 2 Workers

Heat: 15 Notoriety: 1 Time: 2 min.

Henchman Experience: 25

Description: Minions are expendable, but even so, it's not a great idea to work them into the ground. When pitiful lackeys work to the point of exhaustion, they collapse in a crumpled heap, which is clearly not good for morale. The head maid of one of the foremost hotels in the Middle East has come to our attention. She has a solid reputation for taking good care of her hotel's clients, as well as being skilled at finagling bigger tips. Kidnap this maid from the hotel where she works, and interrogate her so that we can create some valets.

Seize Hotel Head Maid (Valet)

Location: Polynesia

Resources Required: 4 Workers

Heat: 15
Notoriety: 1
Time: 2 min.

Henchman Experience: 25

Description: Minions are expendable, but even so, it's not a great idea to work them into the ground. When pitiful lackeys work to the point of exhaustion they collapse in a crumpled heap, which is clearly not good for morale. The head maid of one of the foremost hotels in Papua New Guinea has come to our attention. She has a solid reputation for taking good care of her hotel's clients, as well as being skilled at finagling bigger tips. Kidnap this maid from the hotel where she works, and interrogate her so that we can create some valets.

Take Spin Doctor Hostage

Location: Midwest

Resources Required: 4 Workers, 1 Valet

Heat: 25 Notoriety: 1 Time: 4 min.

Henchman Experience: 50

Description: They have become a phenomenon in modern politics—spin doctors. These highly intelligent individuals have a special gift with words: They can offer everything and promise nothing, turn lies into truth and vice versa. Our sources have been tracking one such individual in the pay of the U.S. administration. He is currently residing in Colorado, which presents us with an ideal opportunity to send our forces in, capture this individual, and make his methods our own.

Abduct Spin Doctor

Location: Europe

Resources Required: 6 Workers

Heat: 25 Notoriety: 1 Time: 4 min.

Henchman Experience: 50

Description: Anyone who engages in morally bankrupt deeds on a daily basis needs a spin doctor to distort the facts and twist the truth. Our sources have pinpointed one man who is regarded as the best spin doctor in the business, able to transform a potentially career-wrecking scandal into a promotion and a pay raise. He is chairing a conference on media-manipulation techniques in Athens, which presents us with an ideal opportunity to capture him and appropriate his methods of confusion and bequilement.



Kidnap Diplomatic Envoy

Location: Central Russia

Resources Required: 4 Workers, 3 Valets, 1 Spin

Doctor
Heat: 35
Notoriety: 1
Time: 6 min.

Henchman Experience: 75

Description: Agents are tirelessly infiltrating our island sanctuary, unswerving in their dedication and loyalty. It takes more than adversity to make these agents lose faith in their government—it takes the mellifluous tones of an oratorical master versed in the art of diplomacy. Our agents report that one of the most preeminent foreign envoys is currently mediating sensitive talks in Kiev. Infiltrate this meeting and kidnap the envoy, then bring him back to the island so he can be interrogated and his powers of persuasion harnessed.

Capture Diplomatic Envoy

Location: Middle East

Resources Required: 8 Valets

Heat: 35 Notoriety: 1 Time: 6 min.

Henchman Experience: 75

Description: Agents are tirelessly infiltrating our island sanctuary, unswerving in their dedication and loyalty. It takes more than adversity to make these agents lose faith in their government—it takes the mellifluous tones of an oratorical master versed in the art of diplomacy. Our agents report that one of the most preeminent foreign envoys is currently chairing a summit in Saudi Arabia. Infiltrate this summit and kidnap the envoy, then bring him back to the island so he can be interrogated and his powers of persuasion harnessed.

Seize Hollywood Playboy

Location: West Coast

Resources Required: 4 Workers, 3 Valets, 1 Spin

Doctor
Heat: 35
Notoriety: 1
Time: 2 min.

Henchman Experience: 75

Description: The most talented spies are increasingly difficult to dispose of. To combat these agents, we need our own debonair dastard, somebody as suave as they are to initiate a literal charm offensive. Our sources indicate that an international playboy is currently on vacation off the coast of California, with a harem of beautiful but deadly women trained in combat who act both as his bodyguards and as his playthings. If his security cordon can be breached, the playboy can be captured and induced to reveal the secret of his magnetism and sophistication.

Snatch Riviera Playboy

Location: Europe

Resources Required: 8 Valets

Heat: 35 Notoriety: 1 Time: 2 min.

Henchman Experience: 75

Description: Agents are becoming far too clever these days. To combat these agents, we need our own debonair dastard, somebody as suave as they are to initiate a literal charm offensive. The coastal region of Italy appears to swarming with these fops and dandies—we should move with haste to capture one and see if he can be persuaded to tell us the secret of his charms. Be advised, the attractive playthings who surround these individuals are typically highly trained bodyguards and deadly in all forms of combat.





Science Minions

Capture Technician

Location: North China

Resources Required: 4 Workers

Heat: 15 Notoriety: 1 Time: 2 min.

Henchman Experience: 25

Description: Today's newspapers contain a story about a leading Chinese research facility that has recently given the credit for their success to their lead technician, who works tirelessly to make sure that their research equipment is cutting edge and always functioning. The base is in danger of falling into decrepitude without someone like this to take care of maintenance, so capture this technician and interrogate him to learn his secrets.

Abduct Repairman

Location: Pacific Allies

Resources Required: 2 Workers

Heat: 15 Notoriety: 1 Time: 2 min.

Henchman Experience: 25

Description: Technology pervades the lives of the Japanese in everything they do; they are fastidious about keeping everything shipshape and in good order. Dedicated to keeping their lives running smoothly is an army of skilled technicians who move swiftly and silently from machine to machine, ensuring that it is kept fully functioning at all times. The base is in danger of falling into decrepitude without someone like this to take care of maintenance, so capture one of these technicians and interrogate him to learn his secrets.

Snatch Science Specialist

Location: Antarctica

Resources Required: 6 Workers

Heat: 25 Notoriety: 1 Time: 4 min.

Henchman Experience: 50

Description: Research work in the laboratory is grinding to a halt without the fully trained scientific personnel necessary to operate all the complicated machines. The minions currently manning the equipment are doing their best, but their idea of maintenance is kicking the machines if they stop whirring and beeping. A research facility called VRM Vivisection is currently being picketed by protesting hippies—this will be an excellent smokescreen, allowing us to enter the facility and capture a scientist, then blame it on the beatniks.

Take Scientist Hostage

Location: South Africa

Resources Required: 4 Workers, 1 Technician

Heat: 25 Notoriety: 1 Time: 4 min.

Henchman Experience: 50

Description: Technicians are great for fixing things, but they are perilously slow at research work; we need some trained scientists to get the science team up and running at a proper pace. Antarctica has long been a haven for science personnel. What better place to make a raid? No emergency services; nothing, in fact, for hundreds of miles. We can get in, kidnap one of these useful individuals, and be long gone before the spring supply ship has even left Cape Town. Once back on the island, we can extract the secrets of learning science out of this useful individual.



Kidnap a Biochemist

Location: South America

Resources Required: 4 Workers, 3 Technicians,

1 Scientist Heat: 35 Notoriety: 1

Time: 6 min.

Henchman Experience: 75

Description: Project Utopia continues in Central America—a dozen of the world's finest scientists locked away in a self-contained environment, trying to maintain a balanced ecosystem for a possible future mission to Mars. Such lofty goals are of little concern to us; let's concentrate of dominating one world at a time. However, Project Utopia does present us with the ideal opportunity to kidnap a biochemist. The science team is struggling to grasp some of the finer points of biochemistry. A little interrogation and this character can be coaxed into filling this skills gap at our research facility.

Seize a Biochemist

Location: Europe

Resources Required: 8 Technicians

Heat: 35 Notoriety: 1 Time: 6 min.

Henchman Experience: 75

Description: Work on Project Hybrid has stalled—
further progress on the winged monkeys with lasers
for eyes cannot continue without a trained
biochemist capable of making the necessary genetic
alterations. An eminent biochemist at a leading
research center has recently been making headlines
for his progress in this new science of gene splicing.
His skill at gene manipulation is unparalleled. It will
be necessary to storm the institute and capture the
professor to extract the knowledge required to
continue research.

Kidnap Quantum Physicist

Location: Europe

Resources Required: 8 Technicians

Heat: 35 Notoriety: 1 Time: 6 min.

Henchman Experience: 75

Description: The science division has recently begun research on quantum mechanics. Unfortunately, even our brightest minds are having difficulty grasping the intricacies of the discipline. A discussion of Heisenberg's Uncertainty Principle left several scientists with a migraine, and attempts to perform Schroedinger's hypothetical experiment have left the lab littered with deceased cats. A renowned quantum physicist has just been honored with a Nobel Prize and is to receive his award at a ceremony in Dublin later today. Gate-crash the ceremony and capture him—there will be no uncertainty about his fate once he has divulged his secrets under duress.

Abduct Quantum Physicist

Location: Midwest

Resources Required: 4 Workers, 3 Technicians,

1 Scientist Heat: 35 Notoriety: 1 Time: 2 min.

Henchman Experience: 75

Description: Recent forays by the science division into quantum physics have been somewhat suspect to say the least; first there was that near-disastrous black-hole incident, and let's just say the quantum chopsticks experiment is something that would be best left alone for a very long time. The science division needs some specialist help. Our sources indicate that quantum physicists have been coming and going from the United States' highly secretive Area 51 on a fairly regular basis; security at the nearby airport is fairly low-key, providing us with an ideal opportunity for a smash and grab.





Military Minions

Take Guard Hostage

Location: Central Russia

Resources Required: 2 Workers

Heat: 15 Notoriety: 1 Time: 2 min.

Henchman Experience: 25

Description: One of your minions has defected, ungratefully casting aside his tasteful yellow jumpsuit and joining the ranks of a H.A.M.M.E.R. peacekeeping force. Under ordinary circumstances, such transgressions would be summarily dealt with by remotely activating the minion's standard-issue kill switch, but our sources indicate that he has received guard training at his new place of employment. As such, he is more valuable alive than dead—capture him so that he can be interrogated and his new knowledge acquired.

Capture Guard

Location: South America

Resources Required: 4 Workers

Heat: 15
Notoriety: 1
Time: 2 min.

Henchman Experience: 25

Description: Our monitors indicate that a defector has appeared in South America, working for a S.M.A.S.H. drug-enforcement unit. Of course, such a transgression should be dealt with with swift and summary execution, but perhaps this former minion can still be of use to us. The minion is now a trained guard. If captured, he could easily be coerced into telling us his newfound skills—capture him so that he can be interrogated and his knowledge acquired.

Capture Mercenary Soldier

Location: South America

Resources Required: 4 Workers, 1 Guard

Heat: 25 Notoriety: 1 Time: 4 min.

Henchman Experience: 50

Description: For the best part of a century, military-trained personnel have taken advantage of the general disarray and political instability in South America to ply their trade. Our sources indicate that an extremely well-trained former Special Forces sergeant is on maneuvers somewhere in the rainforest. This character hasn't worked for any known authority for over a decade, and hard currency is his only mistress—he should be easy to convince into joining us, then he can be double-crossed, captured, and tortured into telling us his combat skills.

Kidnap Militia Leader

Location: Midwest

Resources Required: 6 Workers

Heat: 25 Notoriety: 1 Time: 4 min.

Henchman Experience: 50

Description: A mercenary operating from P.A.T.R.I.O.T. territories has been a thorn in your side for some time now, interfering in your counterfeiting racket and generally making a nuisance of himself. He doesn't work for the authorities, so eliminating him directly won't gain you any notoriety—far better to take him alive and make some use of him. He is only motivated by cold hard cash, so if he can be duped into believing that his paid services are required, he can then be double-crossed. Capturing and interrogating the mercenary should reveal his secrets.

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Seize Military Sniper

Location: Europe

Resources Required: 4 Workers, 3 Guards,

1 Mercenary

Heat: 35
Notoriety: 1
Time: 6 min.

Henchman Experience: 75

Description: The control room is currently patched into a S.A.B.R.E. communication channel and is receiving reports of a hostage situation in progress in Finland. A police team has been dispatched to end the siege, including a number of snipers positioned on the roof of a nearby building. The snipers won't be expecting any close-range action, so this is an ideal opportunity to capture one of the hapless marksmen. Once imprisoned on the island, the marksman can be interrogated to discover the secret behind such accurate shooting.

Capture Marksman Specialist

Location: Siberia

Resources Required: 8 Guards

Heat: 35 Notoriety: 1 Time: 6 min.

Henchman Experience: 75

Description: H.A.M.M.E.R. has long been renowned for training some of the finest marksmen and snipers in military history. Our agents have uncovered one of their training areas in deepest Siberia—here recruits are trained to lie in wait in the most inhospitable conditions, malnourished and freezing, and yet they still hit a target over a mile away. This is an ideal opportunity for our forces to set an ambush and kidnap one of their instructors so we can torture him to discover the secrets of such brilliant marksmanship.

Capture Martial Arts Master

Location: Southeast Asia
Resources Required: 8 Guards

Heat: 35 Notoriety: 1 Time: 6 min.

Henchman Experience: 75

Description: According to modern lore, deep in the heart of China, far away from civilization and the distractions of modern man, there is said to live the last true Tai Chi master. Well, a cursory inspection by our agents has proven this rumor to be true. The hideous old fogy busies himself growing rice and bean sprouts and living in his perilously ruined dojo that has seen little use for some decades. It seems clear that his fighting days are over, but he has a vast store of knowledge in the fighting arts. If we can capture him, we will be able to use his knowledge to train our own martial artists.

Kidnap Ancient Martial Artist

Location: West Coast

Resources Required: 4 Workers, 3 Guards,

1 Mercenary

Notoriety: 1
Time: 6 min.

Heat: 35

Henchman Experience: 75

Description: An Asian-American kung fu master by the name of Alex Lim has long been coveted from afar for his extraordinary ability to take bumbling oafs and transform them into fearsome fighters after just a few hours of training. We have a surfeit of oafs, so this talent would be useful in the extreme. Lim has been unattainable thus far because his American domain is too heavily guarded to contemplate an attack on, but Lim is currently on a spiritual pilgrimage in China and is as vulnerable as he is ever likely to be. Ambush Lim as he meditates, and it should be possible to capture him.

We had a chance to engage developer Elixir's own evil genius, Sandro Sammarco, in a one-on-one about his swingin', sexy madman sim. After a little time under the lights, the lead designer spilled his guts about how the henchmen were hired and traps created—and how to better manage your legion of lackeys.

Prima: What were some of the popculture influences on *Evil Genius*?

- Sammarco: The main influences were, of course, the spy genre in all its variations: serious, spoof, past and present, etc. However, nothing was sacred when it came to searching for inspiration, though we tended to place our own, twisted spin on it all.
- **P:** Does *Evil Genius* take place in some sort of time warp? We've seen an impressive mix of elements, such as blending elements of the British swingin' '60s (the mod staff room) and the gungho American '80s (Dirk Masters).
- 5: The world of *Evil Genius* is loosely based in the '605—albeit a rather perfect version, where all the men wear their best dress uniform, all the women are glamorously beautiful, and all the bald dwarfs are psychotic megalomaniacs. That said, we didn't let the setting get in the way of adding anything we thought would help make the game better, which is why we have guys like Dirk running around.
- **P:** The henchmen are quite the eclectic crew—the aggressive Soviet ex-general, the voodoo priest, the butchering surgeon. How were the personalities of the henchmen created?
- 5: We had a simple set of rules: We wanted a diverse set of larger-than-life, entertaining characters who would support interesting special abilities. Then we just let the designers out of the cupboard under the stairs. I think that many of our ideas were influenced by spy genre films and some exceptional concept art, though some just

probably have to be attributed to our really, really warped minds.

- **P:** Did any henchmen not make it into the final game? If so, who were they?
- 5: Yes, there were a few we really wanted but couldn't justify because of the extra work they would have needed. These included a homicidal robot and—I kid you not—a pink-leotard-wearing midget wrestler.
- **P:** How much does your choice of Evil Genius—Maximilian, Alexis, and Shen Yu—affect the overall game? Is there a recommended avatar?
- 5: The three Evil Geniuses have subtle differences—Shen Yu, for example, makes agents spend a little less time investigating the island, whereas Alexis inspires greater loyalty in her minions. However, there is no "best" genius to go with. We hope that players will enjoy using all of them.
- **P:** Many of the traps are indeed quite devilish. How did the team devise them, and were there some particularly nefarious ones that didn't make the cut?
- 5: They had to be outrageous and pain-inducing, and whenever possible, over-elaborate. For example, our pit traps don't just make agents fall down a hole—they fall down a hole only to be ejected on a column of fire or spat out of a giant metal hose. Because we made a conscious decision to go with cartoon-style animation, we had a lot of leeway with what we could get away with. One trap that didn't make the cut was the revolting killer-toilet trap. I'll leave it up to you to imagine how that one worked.
- **P:** How much of your success as a wouldbe Evil Genius depends on building a better lair versus minion management or completing Acts of Infamy?
- 5: It really depends on play style. You might want to spend ages attempting to build the perfectly defended secret base, then worry less about attracting the attention of the Forces of Justice. Or you might decide to plan your movements on the World Domination map very carefully so as to avoid unnecessary incursions on your lair.

You might go for a powerful minion force to run your base, or decide to use a skeleton crew and rely on unlimited trap combinations.

- **P:** Do you have any tips and suggestions for lair construction?
- 5: Don't be afraid to alter your base as the game progresses. You receive reimbursement when destroying rooms and objects, so as your lair grows, it's often a good idea to move the more sensitive areas deeper inside where you can better protect them.

Also, keep an eye on where different minions tend to congregate. It is possible to effect a level of control over these guys simply by placing objects in certain areas.

- **P:** Some of the best objects and traps are created through science experiments, such as Prometheus's Revenge and the auto-surgeon. How important to completing the game is it to keep the lab working on these extra objects?
- **5:** You don't absolutely need all of the objects and traps that research will give you, but they will make life *much* easier, as well as hopefully entertain you, so my advice is: build everything—you know it makes sense!
- **P:** Do you have a recommended ratio of science to social to military minions?
- 5: You won't go far wrong with an even split, though you'll need to adapt it to your play style. You don't want to be left with nothing more than a bunch of crinkly old quantum physicists when Jet Chan is knocking on your front door.
- **P:** Is there potential for downloadable updates to *Evil Genius* in the future? New henchmen, new objects, new Acts of Infamy?
- 5: We are already planning more content, but this will probably take the form of an expansion pack. Stay tuned for more developments on this by visiting the official Web site, www.howevilareyou.com.